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We couldn't decide on a TYAP! IOO topic for this mounth. So after a bit of head scratching ian suggested 'things that drive us up the wall'. The ZZAP! crew are an amilable bunch (most of the time), but like everyone else they occasionally have to let off steam. What grinds their gears? is it Steve listening to Radio 2? Phil's monosyllable answers to complex questions? lan's taste in shorts? Or Corky's taste in women? Read on and find out...

## STEVE SHIELDS -**Fully Forment(ed)**

Xenophobes and Zors

What do I hate? Being a cynical old git it'd be quicker to list the things I love. Both of them! On well alphabetically then: Apricol coloured trouser suits, Beer of less than 5% volume, Conservative MPs. Dole offices, Eastenders, Fishnet tights, Grey men in grey suits, Haddock, Islam, Judges. Kaftens, Ladas, Mary Whitehouse, New Romantics (Oy Shields) I'm one of them! - Art. Ed!). Opinionated students, Police officers with a grudge against the young, Quakers, Royalists/Racists, Snelling Mark Kendrick's anal Iomados (Thank Y'all — Art Ed againt), Tourists.

## PHIL KING - Fully Stuff(ed)

University lecturers who wear sendals. Venison.

WASPS (as in White Anglo Saxon Protestants).

short to waste criticising everything, But what really gets or my nerves is when a person males up fantastic stories to tryand impress their friends and colleagues. It really ispathetic. I mean. I don't care if tiese people want to live in their own little fantasyworlds, but it insults my intelligence that they link they can fool me with their outrageous yarn. This son of sad individual usually accompanies its lies with a fierce criticism. of everyone around hn, pointing out their tiniest shortcomings and mitakes, And why? Because he

knows he's a complet jerk himself, and can't stand

anyone else being mre successful. That's why he

makes up those silly tories. Very sad indeed, (To

whom might you be rlemng. Phil? - Ed).

I don't hate much at al - life's too

## MARK CASWELL -Fully Fitt(ed)

Hmm, if I listed all the things that pee me off on a sheet of paper, I'd linish it some time next week. But a condensed version would look something like this. I

can't stand rave music, bigots, 70s disco music, Tony Blackburn, racists, arrogant people, Rod, Jane and Freddy from Rainbow, queues in the local post office that move at a snail's pace but speed up when you move to the next. and poll-tax inspectors. I also strongly dislike train spotters, Bob

Monkhouse, rude people, swines who play their Walkmen too loudly, mould, bananas, people who, fart in public and blame it on their friends, musical watches that play 'The Yellow Rose Of Texas', and spagnetti. Nuff said?

## IAN OSBORNE -Fully Accept(ed),

Couldn't agree more Phil bullshine merchants are a right pain in the youknow-what! We all build castles in the air from time to time, and I don't even care if some sad git wants to live in one, but when he invites you round to dinner... Waffling windbags should be shot!

The only thing worse than bullshine merchants. are those nauseating shop assistants who follow you round like a shadow, making tiny adjustments to anything you touched just to let you know they re there. These patronising pillocks don't deserve your custom — take it, and your dosh elsewhere.

## MARK KENDRICK -Fully Furnish(ed)

Things that I hate in life would make a pretty massive list and really boring to read (especially if like this sad lot, I get all serious

Human nature, society, alcohol and cigarettes, eating 4 four eggs in a happy eater and then exploding for three days, getting hassled in the street for autographs, asking for salary increases, the 70s, the 90s, air fares, cheese (AGGGH! I hate that stuff!), man-made monsters (work it out!), and the Southern Bell phone company (But not AT&T!) So there! Not

s I psyche myself up for the manic mayhem of yet another computer trade show (the Autumn ECTS in Islington), I can't help wondering what it'll have in store for the old 64.

Not one of the distributors during the Spring sojourn exhibited any C64 games on their stands whatsoever. Okay, so a few of the budget companies - like Zeppelin - had a handful of cassette sleeves on display, but as far as demonstrating new software went, well, If it wasn't 16-bit-based it had no chance...

The story from the PR and was a little more encouraging — when you could drag them away from the consoles for long enough to exchange a few words. Few of the software distributors stated outright that they were not considering publishing any more C64 stuff, and many were eager to impress upon me the fact that they were still very much behind the machine and would continue to support it as long as there is sufficient demand.

Our sales figures alone prove that the demand is still there all right, but to my mind it's very much a chicken-and-egg type thing: A few of the piggar. development houses (like Ocean) drop out of the race by not producing any more 8-bit games, and the retallers start to panic. So the shop owners order fewer C64 games; devote significantly less shell space to the stuff that they do stock, and software sales begin to reflect the changes. The result? An inscourse picture of the market which is tiad for us, for you AND for them.

Oh well, i'll loddle along to spread the gospel according to ZZAP! 54 at the show, and hopefully with xmas approaching I'll have more promising naws on my return (the ture of seasonal mega-bucks can work wonders!). Chack out next issue a Stuff column for a minishow report.

Нарру Старріп



about it!) so the main ones are:

much but it all adds up!



is Britain best C64 mag - creati by: Europress ImpacCase Mill, Temeside, Ludlowihropshire, SY8 1JW Tel: 05 875851 Fax: 0584 8i044



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- MICE ENGINEE

No magnishma ps redrodutes anticularia First carriero

\*C1; \*C1; N 10;1 → (5 → 00) Driver by Children

ZZAP! 64 No.89 B October 1992



## 12 INOBBY THE

The only crereature with worse eating habits than Phil.



Codies' oily offering — but is it as good as our Nige?



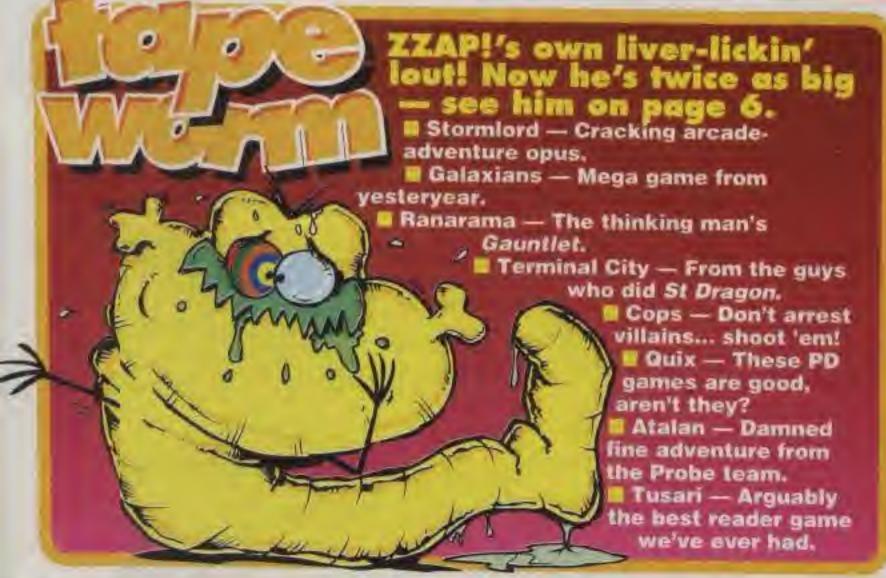
## 46 BANGERS AND MASH

We wanted to review this game, but Phil got the wrong idea and ate it!

## 48 COUNT DUCKULA II

Go quackers over Alternative's ornithoid offering.





# STATES ST

## 16 PACING

## 16 RACING

Phil's an expert on vertical motoring — he urives us all up the wallt

## 31 PD FILE GOES

We finally get rid of that brainless juvenile PD, and replace him with Dutch programming ace Remi Ebus.

## 36 CLUBS ROUNDUP

If you like a lot of chums with computers, join our clubs!



56
46
48
55
771
52
12
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2.5
57



1-4 Players must battle through anything up to 1600 levels, blasting away the opposition using Bombs, Missiles and Mines. Eggs come in useful too as they hatch into Robots, that search out and splat the enemy. Your own Private Army – Yeah!





So what nutritious nuggets have we got for you this ish? Well there's Stormlard, the classic arcade adventure romp with some of the spiffiest graphics ever seen on the C64; Ranarama, the thinking man's Gauntlet; and some of the grooviest PD games ever! Look out for Tusari too — it's the best reader's game we've ever seen.

21st Contury

he svil Queen has imprisoned the lairy lolk, and is weaking destruction all over Stomlard's world. Only you can stop her - free the fairies and she'll be vanguished! Fall, and the evil Queen will reign forever ...

On each level a small number of laines must be released before time runs out. Scattered about the landscape are various objects that must be used to free fairing and help you through cartain wass. To pick up an object of to swap it with one already held, simply walk over

You'll encounter Venu: Pytraps, huge worms, Illes, dragons and many more less on your (ravels. All of these must be almar destroyed or avoided at all costs.

To gain access to far and remote pana of the world, powerful springboards can be used to cover large distances in a few seconds. To use a springboard simply step onto the middle of it. and you will be propelled involute the air.

## Engl-Di Larsi Sub-Rahme

When all the fairles on a level have been released. Stormland will ake part in a mini dame in order to try and puls on extre life. The dojective of this sub-game is to outling as many laines' lears as possible within the Allocated time, Art salts the is awarded When. more than 10 years are colleged instancial



throwing thunderwalls and swords as normal. Stormlord now blows a formed number of Masea, represented by red hearts, at the flying taines. It is beant stroots rough a fairy, after It felt In love, drop a leaf to Stormland in collect, and then by away. But he quick at his trains dieselve into the ground quite soon affer. fanding

Keys can be redefined to suit personal taste (in Una jovalick malded)

LONG

Jump — the longer a's role nown, the higher by Juna

(Stoucht

SPACE First - the langer a's pold down, the Attitle) the boilts go. When halo drawn for book

Public Domain

// nadayamean you want instructions? You got the game - Isn't that enough? Humphi A great conversion of a classic game, we raved about it in the PD File last ish and this month we've got it on the Megatabe especially for you! Plug your reystick into Port One and follow the on-screen prompts. It's as simple as that (and you can't get much simpler than Galatians't

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maximum amount of time, a more powerful sward will be thrown instead (use these for lamer toes on later invels).

To pause the game or imme advance it. PRINCE CAPE SHIFT & SYMBOL SHIFT SITTI HERUSAY

To abon this game press V, U, I, Q and P elmullionacusty.

From Latt to right the panel security are as ID/Im/s

T. Advected

2. Elapase time represented by a sun that changer to a moon

Surreidfe held object (when blank, baltima

5. In this e turnees har found Til Have a trib attroom at fortee to be fourier for the current level

## RANARAMA

21st Century

ervyn, the sorcerer's apprentice, is trapped in an evil dungeon after escaping from an invasion of warlocks. Life wouldn't be so bad if he hadn't inadvertently changed himself into a frog whilst concecting a potion to improve his looks (so that's what happend to Corkyl).

You must help Mervyn seek out the evil warlock and destroy his misshapen hordes. Blast their looming weapon generators and defeat the warlocks themselves in ritual magic combat... and if you have enough strength after all that, who knows? You might succeed in turning him back into a human, but only if you get the right potion!

Each Warlock is guarded by groups of avil creatures - you earn extra points for destroying these but they do not affect the course of the game. Some rooms contain tomb-like weapon generators which create vicious weapons such as spinning knives. Destruction of the weapons scores nothing, but you can shoot the generators for extra points.

Some rooms also have mysterious symbols embedded in the floor. These are called Floor Glyphs and there are four different types - one weaves magic spells, another is fired at to destroy some or all enemies in a room. The other two reveal a plan of the current dungeon level or transport you to a new one.

When you defeat a warlock you should strive to capture the magic runes which he releases. You use these to conjure spells to make yourself stronger in attack and less vulnerable in defence. After cleaning the top level you'll be strong enough to proceed downwards to lackle the more. aggressive warlocks and guardian creatures below

## Playing The Game

Each room lights up as you enter it, and the aerial viewpoint shows the magic Floor Glyphs which can be used to your advantage. To use a Floor Glyph you must stand on it before pressing fire. They're explained in more detail below.

On locating a warlock, leep on the top of him and lock him is ritual combat. The letters of the

word RANARAMA will be scrambled before your eyes - you must put them back in order before the time runs out. Press left or right to select a pair of highlighted letters and press Fire to reverse the order of the pair.

Having defeated a warlock his runes are scattered to the four corners of the room. Collect as many as you can before they fade away, and use them to increase power and resilience.

## Floor Glyphs

To activate a Floor Glyph, step on it and press

## Glyph Of Seeing

All rooms and doors (including invisible doors) explored so far are shown on a map together with your position. If you obtain the SEE Effects spell, the position of warlocks is shown in red.

Up.

Left

Fire

Right

Down

## Glyph Of Power

A magic bolt varying in intensity is released, killing some or all opponents. This Glyph disappears after use.

Glyph Of Travel A side view of the dungeon appears, You can use Up or Down to travel to another level, or press Fire to leave the Glyph, Be careful, you may not be able to return the way you came. Do not be tempted to explore the lower levels without sufficient runes and spells.

Glyph Of Sorcery This Glyph builds power and resilience. At least live screens of

A. S. D. F. G Z. X. C. V. BN M

To cast an Effect spell

To fire an Offence spell

Joystick Controls

To activate a Floor Glyph

To pause the game

To set auto-lire Press again to unset During ritual combat

## Keyboard Equivalent

H.J.K.L Press Fire with a direction selected Press Fire with no direction selected Stand on the Glyph and press Fire with no direction selected Press P key, Press Fire to restart (inoperative dunna

Press Lett or Right to select a pair of letters and press Fire to rearrange the pair

ritual combati

Press W key

accessed, using UP and DOWN to scroll through the screens. The first scene shows the currently active levels of the four types of spells available and the runes which you may have collected to date. Subsequent screens give more details on each currently active spell and on spells that may be cas using the runes collected. For more information see the next section.

## All About Spalls

Spell Types And Level

There are four types of spell: Power, Offence, Defence and Effect. You start the game with weak spells but as you collect runes you can cast stronger versions. You need more and more spells to build up your psychic powers so that you can safely tackle the stronger creatures on lower levels.

Be careful to maintain a balance between

different types of spell. A strong Offence spell will enable you to destroy more aggressive creatures more quickly, but it will also drain a weak Power spell rapidly so you die.

You start the game with Psychic, the second weakest Power spell, with a Mortal Power spell (the weakest Power spall) in reserve. If you do not succeed in boosting your power level by capturing energy crystals or casting a stronger Power spell, you'll eventually fade and die, dropping from Paychic to Mortal power level. If you fail a second time you lose the game and must start again.

You also have the weakest Oftence spell (Zap) (nohing like ZZAPI then! - Ed) so you'll have to fire and strike the stronger creatures or weapon generators several times before they're destroyed. Your Defence





spell (Protect) is aalso weak so you're also poorly shielded. Your initialal Effects spell is called FIND, and it enables you to loocate invisible doors. If you suspect there is a cdoor hidden in your current room centre the joystick and press Fire. The FIND spell will then reveal anyy hidden doors.

## **Casting New Spells**

Find a Glyph Of Scorcery, step on it and press Fire. The first screen shows currently active levels of four types of spell. You can get more details on each spell by scrolling upp or down to new screens.

If you progress well by defeating warlocks and collecting runes, new spells become available. These are shown on new screens, and an audible tone informs you that you can cast the new spell in exchange for one or more of your runes. Press Fire to cast the new spell.

## **Energy Crystals**

As you explore you'll stumble across crystals floating in their rooms. Whien they sense your life force they close in on you and boost your power level.

## The Evil Guardian Hordes

Dwarf Warrior, 1st Level Fighter

Recruited from the Kuri, a tribe of dwarfs long corrupted by the nether forces. Not very intelligent. they lust for gold, drink and a food fight (fatty Phil would be right at home).

Score 100 points,

Fire Gollum, 2nd Level Fighter

A pale shadow of a true fire elemental, these unfortunate creatures are the creation of the wise in their attempt to overthrow the Netherlords at the end of the great Dark Age. Hateful of their creators, the few that survive seve the Netherlands who cherish their abilities of constant light and warmth in the depths.

Score 200 pains.

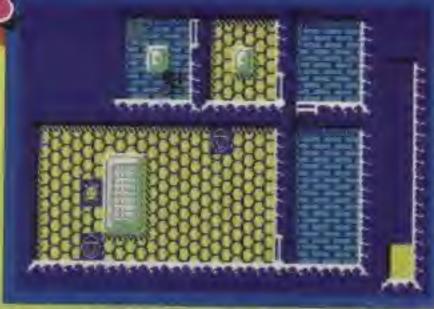
## Bisect, 3rd Leve Fighter

A hideous creation of the Netherlands, spawned in the depths by fushg the life pattern of insects and man. Protected by their exoskeletons, they are formidable warnes

Score 300 poins

## Guardian, 4th Level Fighter

Not a living creatire, but an armoured shell



animated by the dark arts of the Netherlords. Protected by magic, they can resist the magical attacks of lesser creatures.

Score 400 points

## Death Serpent, 5th Level Fighter

Spawned from the heads of dead warriors, these snake like creatures are fast and deadly.

Score 500 points

## Ghoul, 6th Level Fighter

Almost invisible, these undead creatures drain. the energy of living things at a shuddering rate. Score 600 points.

Arachnae, 7th Level Fighter

An ancient race of man eating spiders, these creatures are found in the deeper Lavels. Frogs. are a particular delicacy of theirs!

Score 700 points

Gargoyle, 8th Level Fighter

A magical creature created by dark forces, these are the epitome of avil. Most deadly of the creatures lurking in the depuis, they are tast and cunning.

Score 800 points

## Wartocks

## Wizard, Levels 1-1

These cowardly leaders of the undoad will only volunteer for rifual combat if you're or a lasser status than themselves. If they run from you. they're weak. Equipped with vanous missile and attack spells and resistant to missile attack. warlocks are best defeated by intral combat.

Score 500 to 4000 points

## Necromancer, Levels 5-3

Powerful in attack, delance and magical combin. these towering Metherlands possess powerful

runes which are your key to ultimate success. Do not tackle them without a high Defence spe and power level of 4 or better.

Score 4500 to 8000 paints

## Magical Weapons

Weapons are mostly impervious to your attack and their destruction wins you no points. You may, however, prevent their creation and earn 500 points by destroying their tomb-like generators.

## **Munching Mouth**

To avoid its rapid strikes you must run from the room or hide

## Spinning Knives

Slow as individuals, they attack in large numbers il you don't destroy their generators.

## Orbiter

Four glistening steel balls rotating round a pulstn ball of energy, an orbiter is slow enough to shoot Energy Ball

A spinning ball of pure energy leared for its bodyline tactics.

## **Hints And Tips**

1. The aim of the game is to start on the top level of the dungeon and to defeat each warlock ancountered

2. Don't get sidetracked. The warlocks are the key to the game. Seek them out, destroy those around them, then jump on them.

3. Keep moving from room to room. As long as you're making new ground you'll tind energy crystals and warlocks. Use the maps to plan your progress

Go down to other levels before you've plenty of runes and higher spells and you'll be dead within seconds.

5 If you lose your Power spell, the first priority is to get to a Glyph Of Sorcery and acquire a new DOE

Lise (unes sparingly, Only increase tirepower or shields when you've runes to spare.

F. Use Glypns Or Power to attack all the creatures in a room at one go,

When the time comes to change levels, if the Glyph Of Travel takes you too deep return and to





# Epic arcade-adventure

A right blisterin' blast from the dawn

of

time

S. JRMLORD



RANARAMA The thinking man's

## Gauntlet - great stuff! TERMINAL

Hard 'n' fast — a real humdinger



## LOADING INSTRUCTIONS

Féllow me londing instructions in your DB4 manual. Lost your manual? No problem — HIII Shirt & Rigivatop, and press play.

## DODGY DUPLICATION?

If your Megetape ain't up to scratch, send it to: Ablex Audio Video Ltd, Harcourt. Halestiald 14, Tellord, Shropshire TE7-IQD

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third time of asid, DON'T SEND IT BACK TO US!!!!! We don't keep spare

Megatapes here ZZAPI Towers, so all we'll do is sand them on to Ablex anyway!

Hit Bhill & Flurist, and press play

Publice Domain

notifier rave Woom the grave, CONUX is a pural-pesnect converssion of the dassic ( Q/x coin op, and I despite



appearaances II plays really well.

Playesd on a static screen, your 'spote' (the tiny dot!) patrois the outer perimeters of the playing area, avoidings two enemy blobs at all costs. The big baddle, an interresting mathematical effect created using straight lines, dominates the screen. By hitting the fire button you can make brave excursions into the playing area, leaving a trail in your wake, boxing off sections of enemy territory and making it your own - capture 75% of the screen to complete the level. If your trail is hit before you make it back to friendlier climes, you die. Hesitate too long, or turn back on yourself, and another blobbie thing follows your trail - if it catches you, you're sunk!

It's a simple concept, but that's what makes it so addictivie. If you don't believe me, load it up and give it ast — just make sure you've nothing important the nest of the day!

## ERMINAL CITY

Public Domnin



O, DON'T DO IT. DON'T SWITCH OFF! Your computer has NOT crashed, it's just a really great intro sequence - skip it by hitting F1, but make sure you watch it at least once!

Aherni Now we've got that little thing sorted, let's get on with the game; a great PD offering from ace

programers Ashley Routledge and Dave Saunders. An eight-way-scrolling shoot-em-up and switchem-off outing. Terminal City has you racing round. the maze-like playing area from but to but, checking out computer terminals. Your task is to shut 'em down using the clisks bought from the huts - each disk shuts fown one specific computer, so you've a lot of work in your hands.

Still sourds easy? Well it would be if it waren't for the wantiering monsters! Armed with a mega-blaster gun, each lien killed gives one credit. You need ten to buy a dis. so la succeed you'll need a trigger finger that suts Dirty Harry's to shame!

Prassinghe space bar activates your personal jetpack - bu can now whize round the maze at wice me nimal pace! Because it comes with a builtin forcefieldou won't have to worry about the aliens - just run im down. This doesn't give you any creals and/ou'll need to switch it off before entering a hur, but it a great way to get from A to 8 at speed. Glucki

Moment 14

terrient14 is proud to present "Tusan", the latest enumerius absens reseaulum symptom ni gumes. Cir. (50 hilly animated fantasy acreens, packer) will while range of disgusting lits forms, all determined destroy the beautiful goodless Tusan.

The dearnil puridess Tusan has been captured by the Avayons — on avii bread of munated agres and impressed in a simbing dungeon in the depths. of their uneuround domain. Your mission is to free Tusion, danter of the goodless of presson, and save their im the evil intentions' of the Albyonin. 12000

LU Marris Rome ( 9425

## John Rodrigues

Vou are a poor sailor, one of the crew of a large vessel currently sailing in the Pacific Ocean. After months at sea you spot an uncharted island in the distance. As the vessel begins to make towards it the pompous Captain proclaims that he intends to land, name the island Atalan and claim it for Britain.

But alas it's not to be. Suddenly, without any warning a violent storm sweeps over the vessel and before there is time to react the ship is battered into driftwood.

Luckily for you, you were standing beside the mast as the ship broke up and had the presence of mind to lash yourself to it (ooh! - Miss W). The mast breaks away and plunges into the ocean taking you with it. You cannot swim and as you are tossed about by the mountainous waves you can only cling on helplessly until, through fear and fatigue, vou lapse into Uniconsciousness.

You wake to find yourself lying on a sandy beach in the warm sunshine, washed ashore on a small island thousands of miles away from civilisation. The storm's passed but there's no sign of the ship

or your crew mates.

Little do you realise as you awake that fabulous treasures are to be found on this. Island. But to discover

them all before rescue comes means tackling many problems, obstacles and dangerous situations. One of the first problems to overcome is how to get off the beach in the first place, as it seems to be completely surrounded by towering, sheer-faced cliffs ...

## Special Notes

This adventure features a useful help command to aid you with some of the more difficult problems. There's also the command VOCABULARY which lists the more useful verbs on screen.

This adventure was produced with the aid of The Graphic Adventure Creator by Incentive Software

**Playing Tips** 

It is rare to find items just lying around in an adventure. Most are hidden and must be found. The golden rule is to examine everything you think might be useful or provide a clue Carefully read the location descriptions and messages as they sometimes conceal useful clues. Some objects are containers and must be opened and in many adventures it is always wise to LOOK IN. LOOK UNDER, LOOK BEHIND (object) etc. This. sometimes reveals something you didn't expect to find If's always worth remembering that if you SEARCH a location you might reveal some more useful

information other than just the location description.

All eight directions of the compass are recognised, as are UP and DOWN. They can be abbreviated to save time, ie N for North, NW for Northwest, etc.

Most adventures will recognise quite complex sentences as well as the usual verb/noun input. GAC games accept multiple commands which should be separated by AND, THEN, a comma or a full stop. The word IT is also recognised as the last noun input and is useful in the manipulation of objects during play

It's useful to make a map of the adventure as you go along. If you mark down where you find objects it'll help you reach them easily. Doors are usually locked and keys must be found or other methods of gaining entry. It's also very useful to try and communicate with other characters in the adventure as they may have some useful information to aid you in your quest.

Never be afraid to try anything and if in doubt always remember to save your position first then, if you do make a mistake (lose a valuable object or even get yourself killed off). you can always get back the position you saved from.

If you really get stuck then please don't hasitate to ask for help, hints or even a full solution by sending a SAE to Atlas Adventure Software, 67 Lloyd Street Liandudno. Gwynedd, LL30 2YP and they'll be happy to oblige.

HAPPY ADVENTURING!

This is a one-player-only game using joystick in Por-

Flun/Ston - Pause

Fire (while paused) - Unpause

Up - Jump

Diagonal Up & Lett - Jump left

Diagonal Up & Right - Jump right

Leaf - Run lett

Flight - Flum norm

Fire - Fire rourrent weapon

Fire & Lip — Stab up with sword

Fire & DOWN - Stab down with sward

Keep an aye on your energy and number of dangers (right of the score panel) because when these get low WATCH GUT

Waintrout for priwar-ups respecially on later evels). as these allow you to like three daggers at once and

also let you the with wings. Asspran THE PLANT TO SEPTEMBER Chasts as well until lari -Philli, an thuse give more daggers, of which you have a limited

When you die on a level all is not lost. To practise a level after you die, push LEFT to PRACTISE or RIGHT to OUIT when you are asked.

Before starting a level, a 'GET READY' screen. appears with information on that level. Moving the joyalick left and right will turn music on or off (look at the musical note in the bottom north.

Tusari in 1989-1992 Element 114 Software and Shockware Solware, Programming, artwork and FX by Martin (BALT) (AAZAR) Piper Music by Alan. Peters

Gamile dealign by Jon Paul Elondge. Playtesting by Stuz. Barry Erms, Larghton Jones, John James, Braphics were pixallised on the excellent DCP Advanced Art Studio, Music composed on ELEMENT 114 STUDIO PLUS

Tusen great in mappers, an? So demned good were affering a tree ZZAPI T-smirt for the first complete solution and map, so sharpen that pendil, brig in your joyanck and get planning

22API 04 No.00 @ October 1992



here's a new suftwariabel in town — Admiral's the name and cheapo suftware's like game. and we don't mean block games either!

Although Admiral releasure full-pricers, they retail at a stonking £6.99, a fair few quid chasper than usual. We're assum may're every bit as good as their more expensive counterparts tool

At the time of writing, to titles are in the pipeline — 'Allo 'Allo, an eight-way scrolling platformer based on the BBC's pathis excuse for a cornedy (An lick set! — Phill), and Suburban Commando, a licence oljulk Hogan's high-budget, low storvline movie. Both games hit the streets early next year - nore news as it's madel

cerebral gamer. Written BY the readers FOR the read it of course, but he enjoyed looking at the pictures (kiss my axe! - Bash). Unfortunately the recession took its toll, circulation fell, and due to circumstances beyond her control Mandy was unable to continue as editor.

Tve really enjoyed the last four years, said Mandy of her editorship, 'and I'm delighted that it's carrying on Barbara will do a fantastic job, and I'll certainly contribute material.

The new-look Adventure Probe costs a mere £2.00, and can be obtained from: 52 Burlard Rd, Liverpool L16 6AQ. Make cheques payable to Adventure Probe.



Presentation: Everything apart from the game itself! Loading screen, multiload, title/intro/menu screens, game options etc.

Graphics: Everything you see on the screen during the game: the animated sprites, backdrops, screen scrolling etc.

Sound: Music (introduction and in-game) and sound FX - not just their technical quality but how suited they are to the game style/scenario and affect the overrall atmosphere.

Hookability: How playable a game is for the first few goes. If it's 'easy to get into' it's likely to have a high Hookability score. A very Hookable game isn't necessarily one that'll last, though.

Lastability: How long will you be playing it? Does it offer a good long-term challenge? These factors determine Lastability. A Lastable game might have a low Hookability rating, if it's hard to get into at first but brilliant once you do.

Overall Strike: This is the average of the reviewers' individual overall ratings, but not necessarily of the specific ratings (Graphics etc).

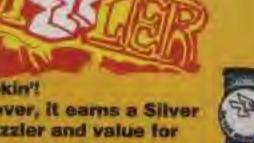
If the Overall Strike is 90 to 95%, the game

receives a red-hot spanking Sizzier award!

a If it's 96% or more, it wins the ultimate accolade that money cannot buy: the ZZAP! Gold Medal!

This means that the game is really cookin?

If a budget rerelease scores 90% or over, it earns a Silver Medal, showing that it's as good as a Sizzler and value for money too!





hillps think they're on a winning streak with the latest releases for their ground-breaking CDi (CDinteractive) computer. Frankly, we at ZZAPI doubt it very much — with the capability of full-motion video. the GDI system has terrific potential as a games media, but it's scarcely touched by the new

Caesar's World Of Gambling promises to 'bring the highlights of Las Vegas into your living room.... play Poker, Blackjack, Roulette, Craps, etc and never lose a penny. Great in theory, but where's the satisfaction in making vast amounts of dosh you'll never spend? Backgammon, on the other hand, is.. well it's backgammon! Play against a variety of computer opponents, or pit your wits against your male with the CPU acting as referee. Nice idea, but it hardly pushes the CDI technology.

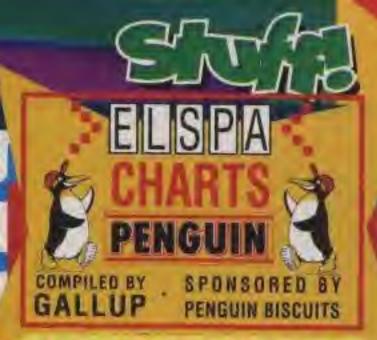
> Caesar's clocks in al E19.95, while Backgammon will set you back a wallet-busting £24.95. Aren't you glad you own a C64?



SIXTH Volume

I we had a pound for every letter asking when Ocean's Battle Command will appear on cart, we'd have enough to teed Phil for a week! Apparently Ocean had a few difficulties getting it onto cartridge, but at long last it's here!

Ocean's other cartridge titles include RoboCop 2 & 3, SCI (Chase HQ 2), Navy SEALs, Shadow Of The Beast and Toki. All retail at a very reasonable £14.99, and feature instant loading and Improved graphics. This latest addition to the range also looks likely to supply a Command performancel



Well whadayaknow, it's charts time! Unlike other mags, OUR charts are informative - after each entry there's a fraction thingie that tells you when the game was reviewed and what it scored. Thus 88/99% would be a blinding game reviewed last ish.

## FULL PRICE TOP 20

- (1) James Pond 2 Coderame RoboCod (Millennium) 87/87%
- (2) Creatures 2 Torture Trouble (Thalamus) 81/97%
- (6) Dizzy's Excellent Adventures (CodeMasters) 80/-
- (3) Space Crusade (Gremlin) 84/93%
- WWF Wrestlemania (Ocean) 79/90%
- Mega Sports (US Gold) N/R
- The Addams Family (Ocean) 86/57% Dizzy Collection (CodeMasters) N/R
- Cartoon Collection (CodeMasters) 80/-
- (-) Manchester United Europe (Krisalis) 76/77%
- (-) Soccer Stars (Empire) 80/-
- 12. (4) European Football Champ (Domark) 87/45%
- 13. (5) The Simpsons (Ocean) 80/85%
- Board Genius (Beau Jolly) N/R
- The Lineker Collection (Kixx) 86/60% 15. (-)
- Colossus Chess (CDS) N/R
- Dragon Breed (Activision) 69/79%
- Winter Camp (Thalamus) 81/93%
- 19. (-) Capcom Collection (US Gold) 79/-
- 20. (-) Pit-Fighter (Domark) 79/56%

## Sudget top 20

- (2) Arnie (Zeppelin) 85/83%
- (1) Flainbow Islands (The Hit Squad) 81/96%.
- (3) Golden Axe (Tronix) 57/96%
- Dizzy Down The Rapids
- (CodeMasters) 85/82%
- (-) Olympiad Collection (MicroValue) 87/73%
- Go For Gold (Kixx) N/F
- (9) Ivan 'Iron Man' Stewart's Super Off-Road Racer (Tronix) 85/93%
- (-) Championahip 3D Snooker (Zeppelin) 82/87%
- (-) Bubble Dizzy (CodeMasters) 81/82%
- 10. (4) Italia '90 (Tranix) 82/37%
- 11. (6) Graeme Souness Soccer Manager (Zeppelin) N/R
- 12. (-) DJ Pull (CodeMasters) 86/72%
- 13 (6) F15 Combal Pilot (Action 16) 63/76%
- 14. (-) International 3D Tennis (GBH) 84/90%
- 15. (-) New Zealand Story (The Hit Squad) 76/90%
- 16. (-) Test Master (E&J) N/R
- 17. (-) Shoot Em Up Construction Kit (GBH) 84/92%
- 18. (-) RoboCop (The Hit Squad) 80777%
- 19. (-) Magicland Dizzy (CodeMasters) 69/83%
- 20. (-) Ultimate Golf (GBH Gold) 81/79%

- MicroProse Soccer (Kixx) 85/97%
- (3) Creatures 2 (Thalamus) 81/97%
- (-) Space Crusade (Gremlin) 84/93%
- (3) Creatures (Kixx) 88/96%
- (-) James Pond 2 Codenime RoboCod (Millennium) 87/87%





## Europe, £11.99 cassette,

He's got a long snout, he's weird and he's an animal... For once, PHIL 'I Haven't Got A Big Nose, Have I Mum?' KING hopes the game doesn't live up to its 'nobby' name!

ardvarks aren't nomally known for their daring and courage. They usually just breakfast, dinner and tea. Bobby also does this from time to time, but rathe than eat them, he spits 'em out at the enemies encountered on his quest in search of the legerdary land of Antopia, where the streets are pavel with, erm, ants.

On the first multidirectionally scrolling level, Nobby leaps athletically (val., for an aardvark) around the numerous platfirms. If he runs out of anis to spit, he can suck u some more at any of the strategically placed of hills.

The level culminates wit Nobby pushing up and down on a manual railer, and finally ending up in a hot-air balloon. Thi is the mode of transport used throughouthe next level. Going up is no longer a problem, but the sharp spikes and birds are, bursting the balloon and sending it flying oil the screen!

## in deep water

fromically, the route to the fird level is supplied by a bird piercing the ballon and Nobby falling into deep water. This is thisetting for a twosection underwater extravganza. The multitalented Nobby is a fine symmer, which is just as well as he must dive dep down to reach a submartine before his air ris out.

Once in the sub, victousish and unfriendly divers must be avoided orank with torpedoes. The scenary in this sections spectacular, you even pass over the wrock! Titanic, accurately portrayed with its broken bith lunnel!

The sub takes him to thiosi city of Atlantis, a platform-tilled level inhabit by lots of angry Atlanteans, some in lasering walkers. It plays much like the first level, b with vastly different scenery and baddies.

The fifth, Martian Spacistation level is a similar platform romp, withhe Martians popping out of craters to attack.



 Glug glug... Nobby Cousteau az to reach ze sub before he reuns oeut oeuf oeur (abeuve)! The men from Atantis are far more dangerous than Patrick Duffy as they fire lasers from their mechanical walkers (below).

## A-maze-ing escape

This leads to the Space Station Labyrinth and change to a bird's-eye perspective. Mapping is essential as this maze is a real whopper with loads of blind alleys to explore before you find the way out. Frustration is caused by the baddles which suddenly appear to chuck bombs that explode in four directions.

Finally, the trickiest level of them all has Nobby exploring an abandoned ore refinery. This entails zooming along a track in an old railcar, Indiana Aardvark style, ducking to avoid bats and dynamiting gigantic rolling boulders.

It's the explosive climax to yet another top-

 Up, up and away in his beautiful balloon, Nobby drops bombs and avoids sharp objects that prick his transport.





Nobby takes a luxury cruise past the Titanic in his sub (above). Back on dry land, he gets lost in the labyrinth and catches a bomb (below).







notch game from Thalamus. Mind you, that's not surprising with their excellent track record, and that of programmers Genesis (New Zealand Story, Spike In Transylvania, CJ's Elephani Anlics) — in fact, I reckon this is their best game yet.

The first level is a great start, but the second ballooning stage gives some idea of the tremendous gameplay variety that's to follow. So many games these days just take one idea and repeat if over and over again in the following levels. Not so Nobby — each level is a new experience, with the ant-sucking hero using virtually every form of transport going. Who said variety's dead?

Not only is every level superbly presented, with some excellent cartoon sprites and its own superb soundtrack, but they're all packed with playability. Furthermore, this isn't a game you'll whizz through in a handful of goes. It starts 'aard' and it gets 'aarder'. But, apart from the labyrinth

Nobby The Aardvark offers nothing new, but it's so well executed. if you only buy one game this month, buy this one if you buy two, buy it twice!

A multi-level, multi-generic extraverses and of

What a scorcher

extravaganza. Nobby leatures some of the most varied game styles ever seen. It's also a multiload but with this much depth I suppose it has to be. Best of all, the different game styles fit together like Phil and his outsize chip butties! I HATE it when all you get is a handful of dodgy sub-games with only token attempts at tying them together (film licensees take note), but Nobby actually feels' like a complete game.

Great graphics, sizzling sound and vast variety make Nobby
The Aardvark a bargain buy.
So er... buy it!

level, it's never frustrating, and there are always new surprises to see as you progress further.

Without doubl, Nobby is one of the best games of the year, even ranking right up there with Creatures 2. If you miss it, you really must be a sucker!



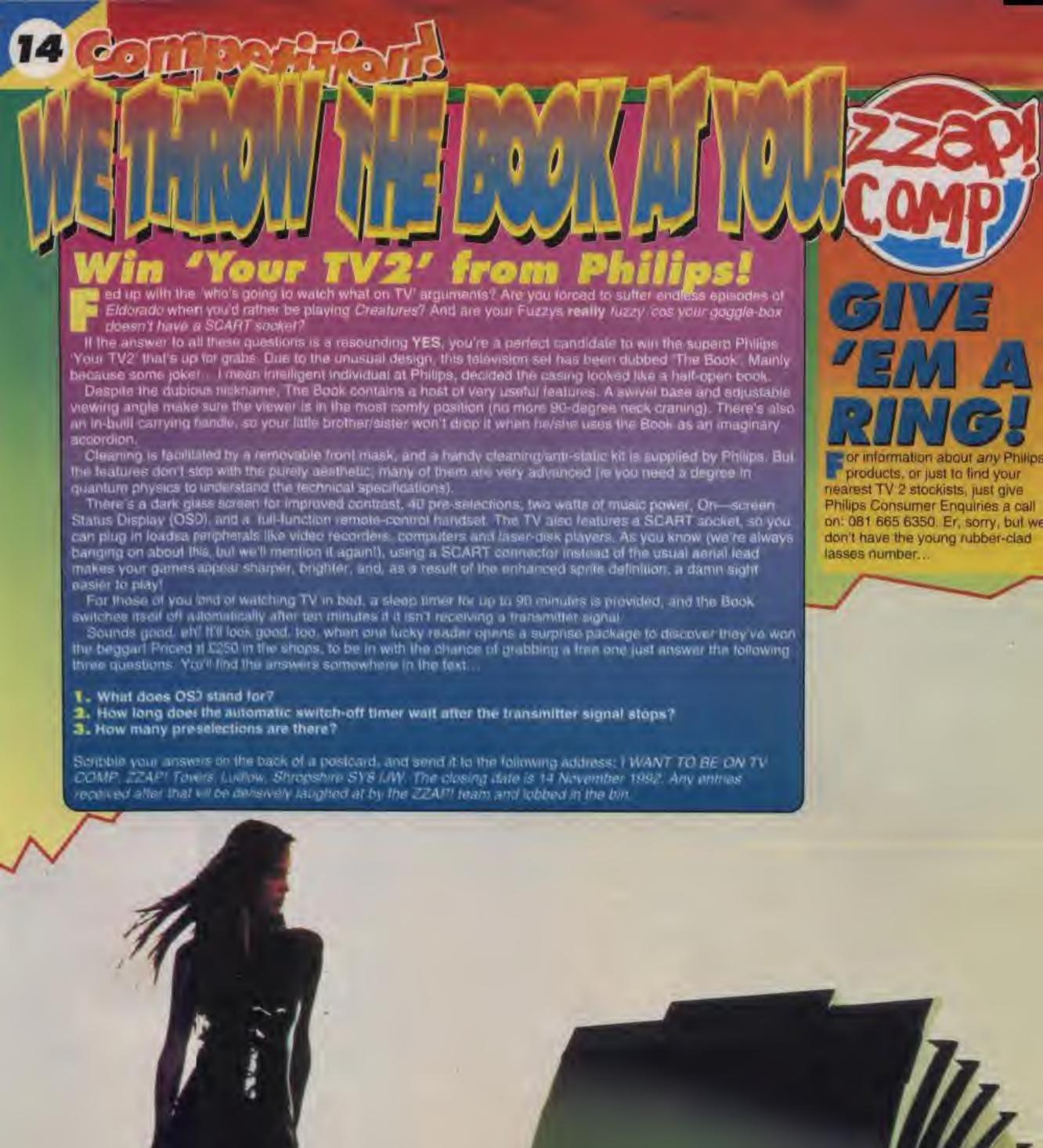


(to quote Chris Tarrant), a game with excellent graphics and a rib-tickling sense of humour. Nobby The Aardvark's the latest in a long line of platform puzziers, and I'm pleased to say it's totally brill. But that's no surprise when Genesis Software are responsible. Their track record to date is flawless, and this game's another leather in their metaphorical hat. The main character's brilliant, a scruffy looking aardvark's the last creature you'd expect to be the hero of a game.

Some of the situations Nobby finds himself in are hilarious, in a hot-air balloon, racing along on a railcar and even piloting a submarine. The evil creatures are so cute, you feel genuinely sorry as you blow their little brains out.

It's funny, it's fun, and even when you've sucked up loads of ants you'll still be itching for more!







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PHIL BOY RACER' KING only usually drives Metros and sheep, but for once he puts his foot down in every lock racing game ever built...

complete with hills and on to so other cars on screen If who games are full, two-

If sole games are fun, twoplayer ones are incredible. The split-acreen view enables such dublous faction as slamming on

the brakes in from of your opponent to bump him to a half. Both drivers push each other to the limit, weaving around computer cars, acraping comet kerbs and even gambling on shorter refuelling stops in the pits.

A fascinating twist is that one of the players must limit in the top ten, so both qualify for the next circuit. Three skill levels comprise a total of 32 tracks, the harder ones strewn with rooks.

oil and water pools. Long-term challenge is provided by a World Championship.









## POWER DRIFT

Activision, The hit Squad

ore of an arcade experience than an authentic racer, Power Drift is hellishly playable. Chris Buller's conversion of the Sega coin-op is a major technical achievement. The



# LOOKING AHEAD A grid full of 3-D racers!

## LOTUS ESPRIT TURBO CHALLENGE

Gremlin, GBH

This supertative conversion of the nowlegendary Amiga game retains all the high-

## STUNT CAR RACER MicroStyle, The Hit Squad



The Big Page OVE

crammond masterpiece proves you can do fast 3-D on the 64. The graphics are stunning, with the undulating tracks giving a convincing rollercoaster thrill. Your souped-up car can do 0-60 mph in two seconds, and it feels like it!

Most spectacular are the huge jumps — especially on the track called The Big Ramp, where you need maximum speed to make it over. Falling into a gap or over the side is easily done, causing severe damage to your car and loss of valuable time as you race a computer opponent.

A drivers championship adds tong-term challenge. There are four divisions of three drivers: win and you re promoted for the next season. The award of a point for the fastest lap during each race makes you keep your tool down.

Stunt Car Racer is compulsive, superbly presented (with practice and save options) and perfectly implemented.

36%

## stage 01 =

**多音描音** 





## BUGGY BOY

## Elite, Encore

his incredibly compulsive cain-op conversion has you racing round live separate tracks complete one and the game ends - all you get is a high score

Thus, as well as getting round within the time limit, there's a strong incentive to collect bonus points. These come mainly in the form of flags. (collected in a set order for a bonus). Driving through gates earns points or extra time, and you can even hit a louball to score more!

To make it more interesting the tracks feature narrow bridges, sreep banks and tunnels. A useful trick is to hit a small ramp, sending your buggy aldewards onto Iwo wheels to get through narrow gaps, while driving over logs sends the buggy high into the air to clear trees and boulders. It sure adds up to a lot of lun.



undulating road movement is incredibly smooth with huge (and detailed) side graphics whizzing past at an alarming rate.

It's not exactly realistic - nor is the simple control of your car - but a real rollercoaster ride as you roar round bends and jump up ramps. Your 4x4 looks great, the driver even giving the natorious 'finger salute' upon passing one of eleven computer cars!

A total of 25 terrifically tortuous tracks, all contained in a single load, ensures a strong challenge to prolong the instant compulsion.

## TURBO

US Gold, Kixx

duel between a Ferrari F40 and Porsche 959 is a thrilling prospect, and this top-notch coin-op conversion doesn't disappoint. The perspective is a little odd, featuring a moving 'vanishing point', but the 3-D is smooth and fast.

It certainly retains the feel of the Sega arcade machine. This extends to the snazzy presentation, like the mechanics working on your

car, the girlle switching cars, and the rock band playing. The unfortunate consequence on the tape version is a truly hefty multiload.

time 50

foot down to reach the checkpoints in time, swerving around other vehicles and obstacles such as logs, oil and barricades. Using the limited turbo power efficiently adds a tactical angle - as does the ability to upgrade your car.





## CES, KILK

emember good of Stu, ex-Eq of ZZAFI7 Well. this was his all-time tave game. It's a classic haud-to-head, two-player racer with a split-screen. VIEW!

Allhough you can compete solo, 'life can be terribly tame, if you don't play the game with two." Like Lorus, this is where the game comes into its own with both drivers pushing each other to the HITTIL

The main hazard is tyre wear, indicated by the changing colour of a strip on each wheel Damaga is worsened by collisions with other cars and the side of the road. If it gets too much, the tyre explodes and you spin oil, out of the race. This fact results in some really aggressive driving as the players try to bump into each other's most Vulnerable tyre!

It's all slightly ironic as my Metro suffered from badly worn lyres due to wrongly aligned steering tracking, resulting from a speedy encounter with the kerb while Stu was a petrified passenger!





## ILA DNE

## Electronic Arts

in this highly sophisticated simulation of Formula one, you can adjust every aspect of your car's set-up. Aerodynamics are tested in the wind tunnel; engine, turbocharger, etc, monitored in the dyna room. You even have your own test track, Fiorano, with split times given from 45 sensors.

Each of 16 Grand Prix races is totally authentic with the proper number of warm-up and qualifying sessions (race length can be altered up to the

> maximum 200 miles!). Every circuit has a paddock area with icons for race control. garage (to install a new engine) and pits (change tyres, alter settings).

The race action is the least impressive aspect with fairly sluggish

## Firebird

eoff Crammond's commendable attempt at super-authentic driving features an accurately low cockpit view. This enhances the feeling of being there, along with the difficulty of controlling your Formula 3 car. It takes a lot of practice to corner

without skidding, Indeed, some may find control too tidally In the original game, it's via keys alone or with an analogue joystick or paddle. The upgraded Revs Plus allows the use of a standard digital joystick, plus

computer-aided steenno Racing takes place or six real-life circuits. As it's difficult just to get round the

mack, overtaking computer cars requires Mansell-standard driving skills. Get good at this and you might follow in his tootstepsl





## GRAND PRIX

Accolade

This is nowhere near as sophisticated as Ferrari Formula One, but reatures more exciting racing and a low cockpit view from any of titree Formula One cars. Williams, Ferrari and McLaren

Direct again, the engine sound is of the buzzing variety — otherwise the action is realistic with smooth 3-D and well-drawn cars. The Driving Championship takes place over eight infernational tracks.

You can also compete in a single ractor use the practice mode to get to grips with the car, though it handles fairly easily anyway. In fact, it uses the same steering system as the Test Drive games, with a little blue dol on the steering wheel indicating (and enabling subtle drifting to either side.

As with Turbo Our Run, the main problem on the tape version is a Grand Prix-length multiloac

SEE 14%

S-D (may) the other care from nos) and a busing engine noise. (Nevenheise a fite care handles fately realistically end afficien) comming takes a write to master.

it you're looking for an arcase onving game this definitely ran't it. Only thus motor-maing tane With appreciate its detail.

## SEE 81%

## THE DUEL: TEST

Accolude

the Tinbo Dut Auri, this is a driving duel between a Perrant F40 and Porsche 959 (or five other famous sports cars with the optional Supercars data disk).

Hading against the clock or a computer: controlled opponent takes place on real roads, complete with traffic — watch out for encoming juggernauts when overtaking! Crashing into solid objects or over cliffs removes a life and incurs a time penalty. As does getting caught for speeding — it's just as well you're equipped with a police-radar detector!

If all plays very well, especially in 'duelling' mode. You'll often see your opponent zoom past, then catch up with his wrecked car a few hundred yards down the road. Outrunning a police car is even more fun!

Graphics are effective with some well-drawn cars, but a bland colour scheme. A bigger problem is the way oncoming vehicles appear very suddenly, giving little chance of evasion. Otherwise it's playable stuff, and a thrill driving those supercars.





E ZZAP! 64 No.89 @ October 1992



## SUPER MONACO

US Gold, Klux

It's not brilliant, but still a reasonable and playable conversion of the com-op. The presentation is cenainly slick — I especially like the bikint-girl loading screent A near multiload loads all four tracks in one, once you've selected your transmission (Automatic, 4-Gear or 7-Gear).

A qualifying lap determines your position on the starting grid. Places are highly competitive, you must pass enough cars to reach the ever-decreasing qualifying position limit. However, watch your rear mirror (nice graphic) for other drivers — detensive weaving is needed to stop them passing.

As Ian noted, the high viewpoint is unrealistic, but the 3-D is fast — not surprising as it was developed from the same source code as Turbo Out Run. The main fault, though, is the tack of challenge, and the long periods with little to do.

## SIE Z2%

## CONTINENTAL CIRCUS

Virgin, Mastertronic Plus

s long as you're not expecting a perfect conversion of the stereoscopic 3-D coin-op, this ain't a bad little motor, John.

As in Super Monaco, you have to pass enough cars to achieve the qualifying rank. There are also checkpoints which must be reached in time. Smashing into another car results in smoke pouring from your engine — wait too long before



Evacing, man!



visiting the nits and it explodes.

As an arcade game it plays fainy well, thou it's a bit on the easy side. Realism is lacking, as there's no need to slow down at all to get mund most corners. So it's full throttle all the way in a simple but enjoyable driving game.

## STEP 09/

## SCALEXTRIC

Leisure Genius

he major innovation here, unsurprisingly, is the easy-to-use track designer. With 16 types of straights, curves and chicanes, you can assemble some realty neat circuits.

The two-player, split-screen racing is very similar to Pitstop II but not as enjoyable. Unlike that game, colliding with kerbs causes minimal damage, only slowing you down. The 3-D isn't as convincing either, though sound's not bad with some meaty engine noises. Any link with the Scalextric licence is very tenuous, as this is nothing like slot-car racing.

## 63%



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## Elifo, Encora

race agross Europe, Supertruits most obvious novely is the use of huge truck cabs, whose handing is realistically sluggish. I don't know if that was intermonal, but it doesn't help the crude garrenlay any. It's just a case of dodge the other lnuks and obstacles as you. journey from city locity. Choosing your rouls using the road junctions doesn't make it any better

## US Gold

h, those were me days... and this was the best C64 racer around when the first ever issue of ZZAPI hit the streets. Nowadays II can't compete. The 3-D's passable but the parapective is waird and the cars blocky. It's a reasonable conversion of the ancient Alan coin-op, and so le limited to an optional number of laps around the single track. May be at interest to nostalgies.

## DAYS OF THUNDER

## Mindscape

his licence of the Tom Cruise (Carkylookaliket??) film is a straight conversion of the Nintendo game. As such it's fairly playable, in a crude sort of way. The Stock Car Championship racing takes place on oval. tracks and thus soon gets repetitive. The only tactical aspect is the choice when to make pit stops for lepairs and refuelling.

Matters aren't helped by a bland colour scheme and poorly defined cars - including yours, which is viewed from behind. Worse still, the compuler cars only strategy is to head straight for you, trying to knock you off the track. Frustrating

## THE GREAT AMERICAN CROSS-COUNTRY ROAD RACE

## Activision

his Cannonball Run-style race across America has you competing against ten computer drivers. As it all takes place on real roads, hazards include police speed traps (detected by your radar), plus changing weather (snow, rain, fog), fuel consumption and a tight time limit.

The game's really showing its age (seven years!) with a crude 3-D effect by modern standards. The action is similarly simplistic, though it does include gear changing - a novelty at the time!

## OUT RUN US Gold, Klax

www.like the regendary coin-op. Itils disappointing conversion lacks any road junctions. To avoid a multiload it's divided into five separate mutes instead.

Sadly the action can't make up for this omission. Your Ferrari handles badiy, getting more sluggish when there's a lot on screen. Not that the graphics are anything special, with a crude horizon and blocky roadside objects. Worse still, it's too easy to complete the short stages... and interest soon runs out.

## Electronic Arts

owhere near as polished as its successor, Test Drive features slow, jerky 3-D and a general lack of vanety. All live sports cars available handle badly and are virtually indistinct in feet.

The cassette version is killed by a lengthy multiload - you have to reload just to change cars! Get the infinitely superior sequel instead



## TIA OFF-ROAD MACHEN S

he title sounds exciting, and this one gets off to a good start with the usual superlative Epyx presentation. Best of all is the custom. shop, where you buy spare parts and tyres to sulf whichever of the four courses (two desert. one muddy and one icy) is selected.

Engine parts are demaged during the rough racing, as you negoliate obstacles and even rivers. Stopping at checkpoints enables repairs and refuelling, but wastes precious time.

As in Buggy Boy you can go up only two wheats and roll, but make no mistake, this is a poor imitation. You haidly ever see a rival racer, the 3-D's unconvincing and the courses all look much the same. About as much fun as camp stuck in the muc





## Audiogenic

ediocre in its day (over seven years ago!) and very dated now, this has you racing round oval circuits with only left-hand turns. Som of the ideas are good, like conserving fuel when slipstreaming another car, but any realism is ruined by flickery, jerky graphics. As in Days Of Thunder, overly aggressive opponents make for frustrating racing.



## Return !

## FORMULA ONE SIMULATOR

Mastertroale

Anthur Dalley, If all looked golded at the time and that were excepted.

The simple 3-D is full of pliches, while the cars look like spaceships! Play is very simplistic and it is very pasy to complete all eight courses. The only hunking is a good Rob Hubbard life tune.

## STATE 32%

## Annual Property lies

*imagoworks* 

strange scenario concerning a race between police cars, can't make this at all arresting (groan — Ed). The graphins are so blocky it's like racing in Legoland, and the 3-D update so slow you test you're travelling backwards. About as hot as Antarctics.

## 24%

## WEC LE MANS

othing like the spin-around arcade machine, this chronic conversion suffers from jerky graphics and mind-numbingly boring action. Once again, the computer cars' only tactic is to home in on you as you try to reach checkpoints within the time limit. Flippin' awtol.

## 

've never understood the attraction of drag racing (apart from the spectacular crashes), and Topfuel Challenge hasn't changed my mind. There's a balfiling amount of options to wade through, including those to customise your car, but the race section isn't worth the affort. The 3-D is pathetic, sound limited to teeble engine noises, and more often than not, your engine explodes from over-revving. What a drag.

## SEE 12%

## HARD DRIVIN'

Tengen/Domark, The Hit Squad

ne of the worst C64 games of all time, it never even appeared on full price. It's an almost unrecognisable 'conversion' of the famous coin-op. An eye-straining blue and yellow colour scheme 'decorates' the 3-D which moves about as fast as Freescape, If this wasn't cad anough, the alearing is incredibly oversensive, and colleten detection appalling Pass the sick bau.

## 9% 5 1 1 9%

## EYES DOWN Racing from a brd's-eye view!

## RACING DESTRUCTION SET

Ariolasoft

me of the true C64 classics, RDS utilises a scrolling, isometric 3-D that works really well. Not only that, but it has a split-screen display to accommodate two-player racing.

Most impressive of all is the track designer. You can place all sorts of hills, curves and junctions, as all the available track pieces can be widened/narrowed and their height adjusted. There are even three road surfaces to choose from pavement, ice and dirt. When complete, your custom track can be saved to tape/disk.

However, the disk version has 50 readymade tracks to play, so you can get straight into the crazy racing. Options include setting the number of laps, difficulty level, gravity (any of the nine planets, plus some moons) and one of four backdrops.

There's a choice between 10 varied vehicles: cars, bikes, and even a lunar rover! All can be modified and their tyres changed to suit different surfaces.

Two types of racing are available, normal or destruction. The latter allows the competitors to carry such items as crushers, oil and landmines — additional armour is available to protect against these.

With either type of racing, two-player games are hectic fun. The cars hurtle round the tracks at stunning speeds — flying all over the place in low gravity! RDS is everything Scalextric should have been and more. The only fly in the cintment is the gargantuan multiload on the tape version.

# ointment is the gargantuan multilload on the tape version. OVERESTANCES APORTOR OF THE STERRING APORTOR OF THE STERRING APORT OF TH

## IVAN 'IRON MAN STEWART'S SUPER OFF-ROAD PACES

Virgin, Trents:

the name may be long-winded, but the game centainly an't. This is Super Sprint '90s style. With dirt tracks full of bumps, craters, ramps, and pools of water, it's a lot inckier — and a lot more fun.

One of the main attractions is the multi-player racing. Up to three miman drivers can compete, one using the keys. All compate for cash to improve their vehicles in the pre-race shop, tierns include extra ecceleration, higher top speed better shock absorbers, tyres and nitro-boosts. The latter can be used to great effect on the straights, enabling you to catch someone way in from:

What a magnificent conversion this is, it plays brilliantly, the presentation's superstick, and it's all packed into a single load!





## INDY HEAT

Stora

he sequel to 'Iron Man', this isn't as slickly programmed, but very playable. Racing takes place on 12 tracks ranging from a simple tri-oval to tortuous street circuits. Though the game has a multiload, this is avoided via an option to just use the two tracks currently in memory. Another neat option is the choice of rotational or directional controls.

The action is standard Supersprintstyle fare, apart from the inclusion of colour-coded pits. As in Lotus Esprit there's a gambling element as you

## 22 Performance

Decide not long to story in the pile surrest title. A quaker pil drew out as bosent silend time at improvembries in the pre-times from

Of some its billiant tack of immunion, convices is very compulsive, purkershiply with two disconnections about a little and allow those

## 83%

## SUPER CARS

Gremlin, GBH

agree with lan (for a change) in thinking this was originally slightly underrated (it's a shame there's no two-player mode, but the smooth-scrolling, overhead-view action in playable.

Overtaking is difficult enough to be anjoyable and the game benefits from this addition of dirty factics. Side armour (to rimi other cars) can be purchased in the pro-mice shop, plus missiles, as well as the unual car improvements. Earn enough foot and you can even buy a new car. The second second of the property of the second of the sec

A Circumstant and a control of a player

Thinks to the control of the property of the property

## STRUMENTO STRUMENTO SIM

CodeMouten

provides a notice of the state of the state

3 70%

## SUPERSPRINT

Einstric Ornams, The Hit Squad

Atan coin-ep conversion

For those unfamiliar with a twhat plauter are you harr?), hour liny care zoom around single-screen tracks. Jumps and oil patches make trings stickler, While wrenches are collected to apand on car improvements.

It still plays well with two players despite horrendous bugs like the helicopier replacing your car in the wrong place, and the misjudging of linishing places.

64%

# SPEED POS LAP ENG END FUE TO

HOT ROD

Activision

nother overhead scroller, this features a funtwo-player mode. No split scree here instead, every time a car is left behird by the scroll, it loses fuel before reappearing further on down the track. Fun out gas and it's jame over. Extra fuel can be collected on the way, along with money to spend in the interlevel sho. New tyres, engines, bumpers and wings (not the flying kind!) are up for sale.

Though solo games ultimately become repetitive, due to largely unchanging ameplay, two-player contests are a good laugh

## STEELE STATES

Players

ed up with glamorous sports cars Well, the karts in this overhead scroller are ippy and

ZZAP! 64 No.89 . Octobe 1992

## Badlands

Tongon/Domark

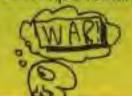
this variation on the Supersprint theme has the cars armoured, and armed. But instead of enhancing playability, I feel this diminishes it by spoiling the racing aspect — after passing a human opponent, you often find yourself on the end of a missile! That's if you can get past in the first place: overtaking is made difficult by the large size of the cars.

Despite these flaws, and the dult graphics, it plays okay in two-player mode. I reckon it was harshly dealt with (41%) in the original review.

## STRIKE OP/O

CodeMasters

they make Supersprint's look brilliant! As the cars are simple rectangles, it's often hard to tell



Michigan Indian in the Windo Take Indian are the annual Control of State of the metal they spire the annual control of the control of the plants and

## SEE 52%

## Championshii Sprint

Electric Dream

And allow the played et a particular process when you get the common to proceed a section of a particular process with a particular process as a final office of an excise bugs than particular when you were going under the comply indicates piece. The aholdy sucception is a completed by poor graphics and sound

## SUPER STOCK CAR

Mattertronic Plac

Instructions are for a different game! The fictional one sounds good with a choice of cars. track designer and Weapons However, the real game is repulltive rot, with deadly dull scrolling tracks.

## SHE 23%

MAR

post-holocausi scenario has you driving the last V6', which you built in your nuclear shaller! While looking for other survivors, some more 'delayed' nukes go off, so you have to return to base immediately.

The odd, directional control method makes oriving along the scrolling road very inustrating — especially as you have to go tremendously fast to beat a tight time limit. Even some reasonable graphics and a classy Rob Hubbard soundtrack can't stop this from bombing.

## SEE 19%

## STREET MACHINE

Software Invasion

his looked ancient enough on its debut five-anda-half years ago. Abysmal graphics include jerky track scrolling and a pathetic backdrop. With no two-player option, the eight-car races are deadly dull, especially as they're run at a snail's pace. Things aren't improved by a 'damage' screen appearing when you crash: you have to move a cursor to highlight car components and reduce their damage within a time limit.



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Which computer(s), if any, do you own?..... EACH Advertised prices and specifications may drawing. Pleasure return the causes for the latter information new, and hot, on the C64 scene
(Phil King with a portion of chilli
sauce and chips perhaps). MARK
'ROBO-REVIEWER' CASWELL eats
his greens before bashing and
blasting the bad guys.

## Alternative

he pipe-smoking, spinach-guzzling sailor's back, and this time he has to save his home planet. Y'see, he's been kidnapped by a race of very unfriendly aliens calling themselves. Kraggs, who want to take over the universe. To find out which planets and solar systems are ripe for conquest, the Kraggs hold wrestling contests. The unlucky losers find themselves without a planet — Popeye's task is to save the Earth.

If he wins four of the five bouts he saves his home soil by becoming champion in all five bouts he prevents the solar system from being invaded. Each wrestling match is held in a different location (five opponents, five locations — simple eh?), and the five brutes up against you are tough as old boots. Every zone contains an intergalactic championship-standard wrestling arera consisting of a traditional square ring and a powerful forceheld shield (replacing the old-fashioned ropes).

## Eye-poppin' armiocks

The usual wrestling 'rules' apply: kick the opponent when he's (a) down, or (b) when the ref's not looking (or both at the same time if possible). The contests are set over three rounds of three minutes. All that's needed for victory is a knockout or a fall — holding your opponent on the canvas for a count of three, when his energy level's low. If all's square at the end of round three, a fourth is in order.

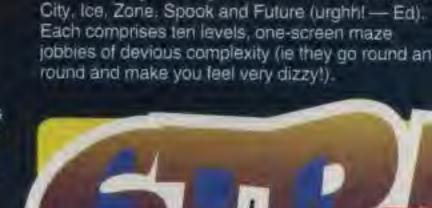
During the match each competitor's energy bar slowly increases toward a maximum. But it's knocked swiftly down by a smack in the gob. a knee in the groin, a finger in the eye, etc.

Popeye can increase his energy at any time during the match if a can of spinach is in his possession. The spectators appreciate a good match, and show their approval by lobbing objects into the ring. Some of Popeye's pals are ringside, so spinach and other goodies are

lobbed to him.

A scoreboard keeps track of the action, giving an up-todate report on the condition of the competitors (including their health and energy) and displaying animated sequences throughout the fight. At the end of a contest the combatants are teleported away; if Popeye's the victor he wins the appreciation of the crowd. If he lases once, he's teleported without ceremony to the next fight. If he's: beaten again it's goodbye Earth.

Popeye 3 will be opening its can of spinach in September, priced £3.99.



enforcement agent around.

way.

ond Lord, those Codles people don't hang about. The printing ink's barely dry on the Stuntman

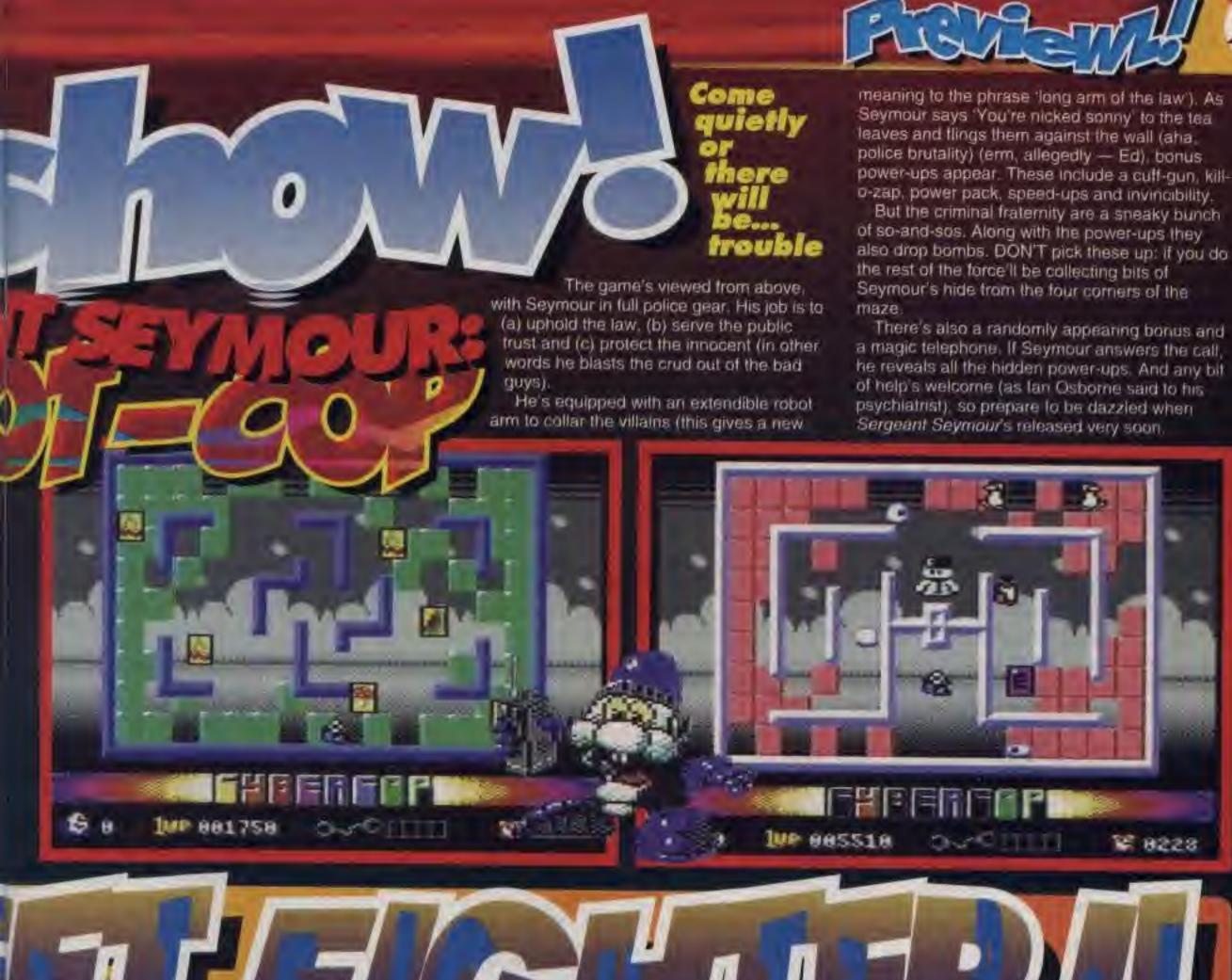
Seymour review a couple of issues ago, and Sergeant Seymour's already on its

After the success of his last flick, our

Sergeant Seymour's set over five zones:

spherical, spud-featured pal's back in another potential blockbuster. This time it's a cops-and-robbers movie, and Seymour is Robot-Cop... the roughest, toughest law-





# HELLERI

## US Gold

remember playing the original Street
Fighter game in the arcades. If I recall
correctly it featured pressure pads that,
depending on how hard you hit them,
regulated the power of the character's
punch.

Of course, your 64 doesn't have special pads, but otherwise Street Fighter It's more of the butt-kicking same. You can beat up either a computer-controlled opponent or your best mate. There are eight international lighters to choose from: Ryu (Japan), Ken (USA), Honda (Japan), Blanka (South

America), Guile (USA), Zanglet (Russia), Chun Li (China) and Dhalsim (India).

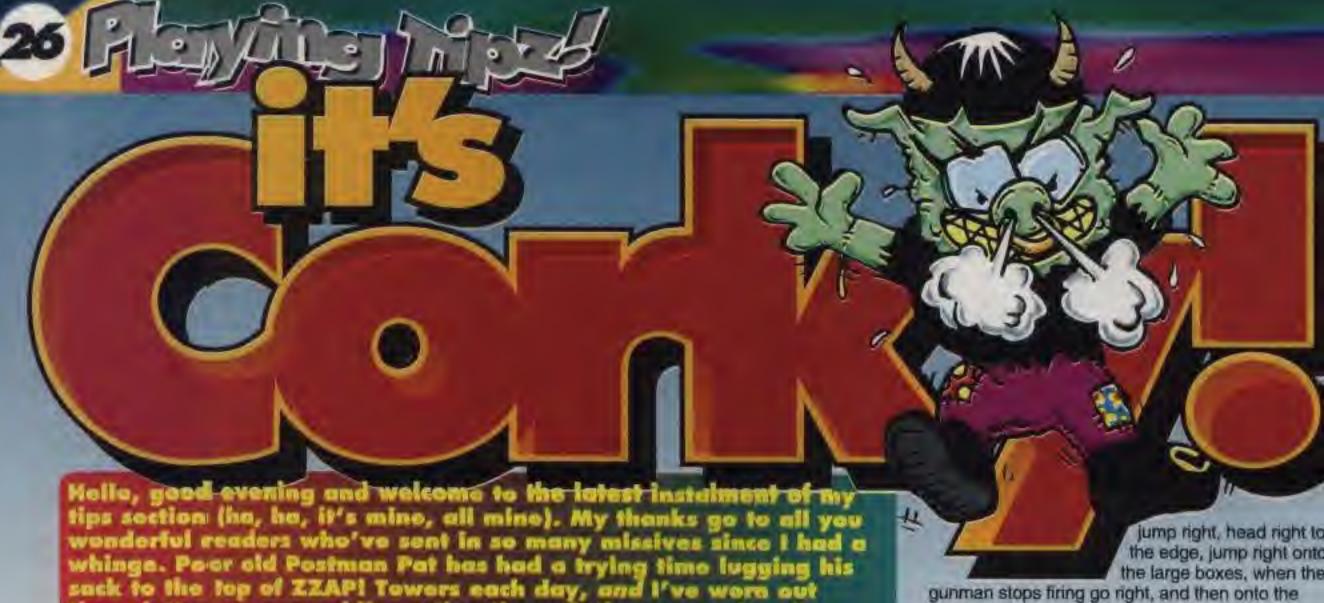
Once your champions have been chosen, it's on with the game. In one-player mode the other seven characters become your enemies (one at a time!). Against a fellow human it's just the two of you to the death (or a couple of broken bones and multiple lacerations at least).

There are eight locations to visit to

begin with, and the game begins with you and your opponent squaring off. Depending on the character chosen, both of you have a range of lethal moves that deplete your rival's energy bar. Kicks and punches of varying strength, along with several devastating special moves are on offer. These include the delightfully named Hadoken, Shoryken and Tatsumaki Senpu Kyaku (affectionately known in the office as the 'helio Ken', the 'how are you Ken' and a number 54 with fried rics, please). All it takes is a law wellplaced kicks in a tender spot or two, and the apposition's flat on their backs.

Three bouts make up each fight, and it's a case of every man (and woman) for themselves in the ensuing ruck. The loser goes home in a black bag with a natty little zipper on the top, while the winner moves closer to the street-lighter crown. But when you beat the other seven dudes, don't pat yourself on the pack.

too quickly. There are four more big bruisers to beat, including the current champion, Vega Ann those guys make the previous fighters look like Wimps Find out it you can beat the Dest when Street Flahler II hits the streets this autumn.



Helle, good evening and welcome to the latest instalment of thy tips section (ha, ha, it's mine, all mine). My thanks go to all you wonderful readers who've sent in so many missives since I had a whinge. Poor old Postman Pat has had a trying time lugging his sack to the top of ZZAPI Towers each day, and I've worn out three letter-openers while sorting through the assorted mail. Thanks also go to those who sent in Creatures 2 solutions, but please don't send in any more 'cox, as you can see, I'm already in the process of printing one. Also this menth I have, among other things, more tips for Space Crusade, the second part of the Creatures 2 solution and the Blues Brothers stuff I promised. What are you waiting for?

## THE BLUES BROTHERS

Titus

The solution to this blues-busting game's a bit late, but as the saying goes, 'it's better late than never'. Michael Tweedale from Swansea's the sender of these most excellent tips, Because of space limitations this month we can only print the first three levels, the last three'll be here next issue.

Level One

Position In Town — Bottom Right, Item To Look For — Guitar,

From the start: go right, get the first crate, right, throw crate at cop, go back for the second crate, right, kill granny in trolley, go back for the tast crate, go right and kill the second granny, go into the shop near her, get all the records, exit and go left, grab the crate, go right, throw crate at the cop by the stairs, avoid the '?' and ascend the steps, get the crate, go left and kill the granny, wait till the

DETECTIVE

Megatape 31

My thanks go to Adrian Spink from sunny Kent for these handy The Derective tips. Lieutenant Frank Columbo, eat yer heart out.

- Look behind the picture in ma drawing room to find a safe, the combination is 210319. Inside is the will, read it to a few surprises.
- wait for Bentley to open the far right open in the room below the half, then follow him in. Look in the cupboard and then in the tacket.
- Search Dingle's body for a key, use this to open the briefcase in his chest of drawers:
- Ine paperweight found in the higher to break inepaperweight found in the study. This initials a key to be room next to the Major's on to be continued by the Province of Earl In-

on is accupied by the Professori. Got to k and look intide, show the cook to the thug guarding the steps is to the left, climb the stairs, get the records, when the thug is to the right, go down the left-hand side.

From there crawl left, enter the shop, get guitar (and no playing 'Stairway to Heaven' either), go out and crawl along, as soon as the cop fires at you, jump onto the steps. Grab a balloon, and as you float up grab the records and '?', when the balloon bursts at the top pull left on the joystick, get a crate, left, kill cop, left, up ladder, jump on the thug when he appears and collect all the records, go back down ladder, go right and fall off the platform, from the second step down jump right, go up lift, right, up steps, enter swimming pool, swim right.

Get out, jump to avoid the "?", leap into the second pool and swim right, get out and grab crate, go down onto the conveyor belts, go on the first three, but on the third, move left onto the platform, go left to the end, jump off and get heart and records, go right, kill the thug on the opposite platform, left, get crate, right, kill cop, left, get crate, right, up lift, move slightly to the right, kill cop, down lift, right, down lift, left, get crate, right, up lift, left, up lift.

Keep going up the lifts until you reach the top, kill cop, go down lifts till you reach the two crates, get one and go back up to the top, right, kill thug, left, go back for the other crate, up to the top, right, kill the second thug, go left till you come to the scatiolding, go to the right-hand side of it and jump up, go up, left, get umbrella, up, up, up right, up, avoid the brown birds and their droppings, go right, jump onto lirst cloud, keep jumping clouds avoiding any birds that come your way, at the end jump down and grab all the records, finally get the red flag that moves you to Level Two.

Lavel Rea

Position in Town — Top leftham To Look For — Microphone.

From the start go right, duck the gunman's builds and climb on the large boxes, rel the records, jump right, ascend the ladder at the top tump lost and get the records, go to the right-hand edge and

gunman stops firing go right, and then onto the next large boxes, get the records and go to the edge, jump right, get the records, go right onto the next step, left, get the records.

Go right, up right, get the records.

Go right, up right, right, up right, get "?", right, get records, up right, up right, up left, get records, up right, get records, up pipe, right, get crate, Go left, kill workman, right, get crate, right, down ladder, kill workman, right, get crate, kill gunman, get records, left, up ladder, left, kill workman, right, ge crate, left, kill workman, left, up first ladder, right, get records, at the edge jump right to avoid the spikes, dodge the "?" and go to the edge, jump right, dodge the "?", go right and stand on the edge, jump right, right, up ladder.

Jump right, get crate, right, kill workman, walk right to the edge, walk off the edge but pull left on the joystick as you do so, crawl left, get crate, throw it, get hat and shades, right, walk off edge, left, up ladder, left, jump left, left, on conveyor belts: when you reach the edge jump left to avoid spikes, climb up the stairs, when the workman is to the right you should jump right, get records, climb railings, get records, jump to get the records above you.

Go left, when the gunman's to the right climb the railings, jump left, either avoid or get the '?' (this makes you boogie), get records, get microphone, right, down railings, right, when workman is left go up the railings (on the right-hand side), jump right, get records, jump right, jump right, get records, jump right, jump right, avoid '?', right, night, avoid '?', right, jump workman, get '?'.

Go right till end of workman's patrol, jump left, jump right, get heart, right, right, get records, up

ladder, climb steps, up right, climb steps, when gunman above is to the right you should jump left, up ladder, swim left, up ladder, right, the springs at the bottom make you jump high so just pull right on the joystick, slide down, right, slide down etc (until the end), down ladder when the gunman's to the left, climb big boxes, up ladder, down nipe, up right, get red flag.

Lavel Three

Position in Town — Top right.
Iram To Look For — Amplifier.
From start, telt, down ladder
when knight is right, len, get box
right, kill guard, right, down
ladder, right, up facilier, right.



iski guardi. right. get records, down laskfer toul right at bottom), down ladder, left, up ladder. (when guard is left), left, get crate, kill guard, left, in first door, avoid both of the "7"s, left, get records, right, out of shop, left, ga In second shop, crawl right to avoid broken record, get '7', right, crawl left, out of shop, left, down lauder (pulling right at the and), right, jump spikes, right, jump spikes, right, jump spikes, right, crawl right, right, down step, jump rat, up step, right (up to edge of spikes), jump to get records, left, up ladder, left.

Jump guard, left, jump on table, jump on platform above table (avoiding laser), jump right, climb on table, up, right to the part where the wall below you is thinner than the rest of the wall, down, right, jump right, right, up ladder, get amplifier, down, left, jump left, left, jump left, climb

an table, jump, left, up tadder, climb on springy bed (makes you jump very high), at the top of the umu go right, right, get crate, kill cop, right, climb on table, jump right, right, climb on springy bed, right at the top of the jump, right, down, down, down, left, down wall ladder, left, down wall ladder, right, down wall tadder, left, down wall ladder, right, climb step, right, climb wall ladder, right, jump left, jump left (avoiding laser), jump to climb ladder, jump right, jump spikes, down ladder, pull left or right at the bottom and get red flag.

JAMES POND CODENAME ROBOCOD

US Gold

Sam Beckett... sorry, Richard Beckett from York, is as busy as Al the hologram trying to work out what the heck Ziggy's going on about in every episode of Quantum Leap. Well at least he wins the Reset

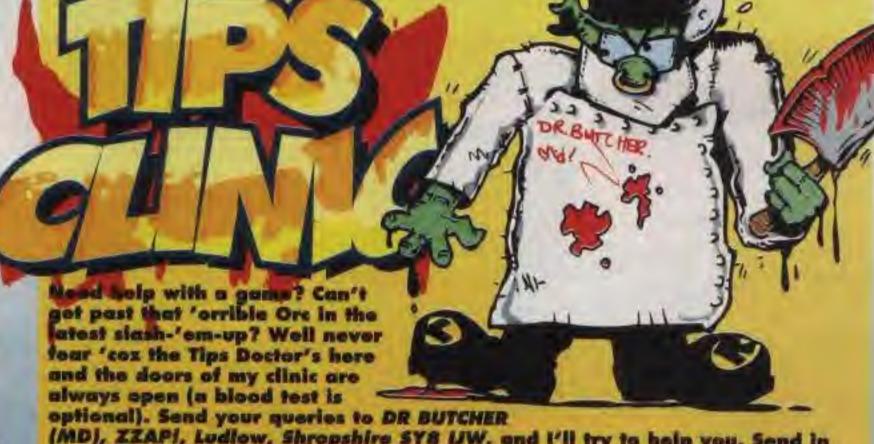


jump cop, right, jump guard, right, get records, left. up ladder, jump and pull joystick right when in the air, jump and pull joystick right when in the air, jump right, right, slide down edge, right, right, crawl left, get records, crawl right, jump gunman, crawl right, get records, slide off edge, right (pull left when in the air), get crate, kill guard (when you can see him), crawl left, left, down ladder, right, get crate, left, down stairs.

Left, up ladder, kill guard, left, here there's a door with a lever up/right, jump at level, left, down ladder (all the way), left, get records, crawl left, down steps, left, down wall ladder (watch out for the laser on the wall), right, down wall ladder, left, get records and jump spikes, left, up stairs, get records, down the left side of the stairs, get records and jump spikes, left, up stairs, get records, down left side of stairs, get records, up stairs, get records, up ladder, right, get records, right, up ladder, up ladder, left, get record, (the '?' is a -20 but can't be avoided).

Get record, jump at pink lever, right, down ladder, get record, down ladder, left, down ladder, right, down stairs, right, up stairs, down right-hand side of stairs, jump spikes, up stairs, down right-hand side of stairs, right, jump spikes. right, up wall ladder, left, up wall ladder, right, up step, right, crawl right, right, up ladder (only half way) then go left, crawl left, up ladder, left, jump left, left, jump left, left, down ladder, crawl left (avoiding bullets and missing laser), up ladder, left, down step, get records, left, down left-hand side of hole (pull right before bottom), right, when rat is on the right go down ladder, right, jump on the table. when rat is left go right and up the ladder.

Right, down ladder, get crate, right, up ladder,



(MD), ZZAPI, Ludlow, Shropshire SY8 IJW, and I'll try to help you. Send in the first patient, please nurse.

Neil Ariderson from Co Dublin's after solutions to The Detective and all the Dizzy games. There. are some Detective hints printed in this month's tips section Neil, but if any helpful reader wants to send some more to me, I'll print 'em. The same goes for the Dizzy solutions: I do have Fantasy World Dizzy and Treasure Island Dizzy solutions to hand. So they'll soon be whizzing their way to you in the post. Thanks go to John Crompton from Wigan for sending them in.

Fu Sang LI from Hackney in London has apparently been living in a time warp for the last few years. He/she desperately needs help with the old text adventure The Secret Of St Brides. Yes I know it's a mega-crusty game that appeared when Noah built the Ark, but if any of you can help...

Another blast from the past comes up next, as E Evans from Reading asks how to defeat Baron Von Blubba in Bubble Bobble. If any of you have an amazing memory, perhaps you could write in and pass on the information to a very frustrated reader.

Luke Croft from Kent was after some Steg passwords. Well, Garry Boakes from Bedfordshire has sent in three which may help ya Luke. They are

Level 2 — FIDNUHCCMGU Level 3 — EDOUTIOCKO Level 4 - HDPFUVLCCM

Mark Gibbs from Harlow in Essex is after into on Black Knight Parts One and Two, plus into on what to do with the massively useful towel in Seymour Goes To Hollywood. I can send you the solution to both Dark Knight games in the post Mark, but can anyone else help with the Seymour stuff?

And finally, John Walker from Oxford has asked me how to get the helicopter off the ground in Gunship. Unfortunately I can't remember how you do it John. It took me several phone calls to the relevant software house to find out, and ike you I managed to shoot helicopters on the ground. Rest assured I find out for you and print the answer next month though.



# 23 Figure 1 Jump over the 'double ball'



1 Jump
over the
'double
ball'
creature.
2 Shoot
the frog
so he
falls into

water, then switch to wavy fire.



Clydes movements are mirrored by the boatman (ie Clyde moves left, he paddles left).





Move down and shoot the squelchy creature. When the prodding creature looks at you, move back to point 2. The boatman'll paddle like crazy and catch a falling Fuzzy.



When the squelchy creature's dead a potion appears, this allows you to headbutt the rocks at point 5 (go back to point 2 whenever the prodder looks at you).

in By this time the frog has grabbed the boulder. As

the rock disappers run left to avoid being pancaked. Finally, shoot the boulder to squash the prodding creature.





This dude chucks the Fuzzys off the platform (what a bastitch).

But Clyde and a mate are on hand with a trampoline for a birrov 'bouncy bouncy'.



Bounce the Fuzzys to this platform, then go back to catch the next one in mid air.
4 Again keep out of the claws of this dude.



Are you still stuck on the middle section of Creatures 2? If the Demons are still whopping your butt, I'm here to help you in your hour of need. My stornal thanks go to Matthew Allen for the second part of this most excellent solution, and to show my appreciation be gots to be the first ever honourary "Bully Award" winner for supplying a bovine amount of Bully tipping fuel Wall done, pail GRIE!



To get over the ice cold water, walt til the first two platforms are up together and then sink down. Time your jump to land on the first platform just as it starts to rise again.

After jumping up the bank and standing on the mound, switch to droopy fire and shoot the green creature a few times.



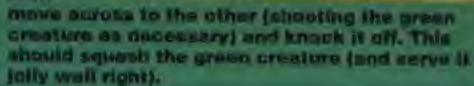
Fre and carefully jump over him, then blant him back to the left. As he's the dude who flames the cannon that will the Fuzzy, you'll have to keep seeding back and shouting the swins.

4 Continue right and then up to flame the first movemen, now push the resulting epowball to the edge of the leage.





Shoot the left enowball onto the leck.



Jump over and fiams the other snowmen til it forms a snowball. Jump onto the middle platform when the blue creature isn't there and jump off when it jumps.



Intermission four is a bit trickier than the previous three. Although the Demon isn't quite so vicious, and this is a good thing as you have to rescue 14 Fuzzies in three minutes and 40 seconds. Get that trampoline lin ed up and go for it. This is the last time you can afford to collect the bonus coins.





TOTAL BUSHNAME WAS NOT THE WAS

The Phoenix family are a tough bunch of so and so's. They drop a lot of bombs, so it's best to keep Clyde hidden to either side of the screen and send him out to kick a couple of bugs when the coast is

clear. The first Demontakes four hits to kill, the second takes eleven hits to splatter and the third is a tough bastitch needing 16 his to terminate him. Good luck, you'll need it.

- When the swooping bird heads right, pick up the first Fuzzy. Move right so you're behind the surface swimmer, and follow it. When it heads left again, drop down so the Fuzzy treads water. Grab the Fuzzy when in the clear, and head onward again.
- 3 Do the same thing with the fish, and drop the Fuzzy on the island (press the fire button so it avoids the swooping bird).
- Pick up the Fuzzy when the bird's to the left, and the jellyfish moves in a north westerly direction.
- 5 Stay still until the jellyfish moves away, then drop the Fuzzy on the next island. Press the firebutton to sent the Fuzzy over when the third swooping bird is moving right and is just past the middle.
- 6 There are two movement patterns you can use here, SLBPD (Shark Left Before Puffer Down) and SNLBPD (Shark Not Left Before Puffer Down). It's up to you which you use (both of 'em do work, honest), pick up the Fuzzy when the last bird's to the right and deposit him on the island when it's on the left. That's it for this month, we'll have the third and final part of the solution for you in thirty days. Be here or else.



carl award for suppling these time spenning tips This month he brings you the filest four levels to RoboCod\_Take II away Flichie ...

The Castle - On the disk version you may be able to enter all the doors, if so go through whichever door you wish and read the appropriate part of the solution (ie Level One is Door One, and so on). Firstly up to the lop of the castle and collect the extra life.

Level 1 - Sports

Part One - Go left and collect the energy, then run right. Jump the first spikes and use the expandosuit to pull yourself along the roof and get past the second set of spikes. Jump on the lift to get past the third lot of spikes, jump the snake and headbutt the first, second and fourth blocks, collecting the objects in the process. Catch the next lift to carry you past the spikes, cross the straw bridge and keep going right. You can headbutt the small blocks but leave the large ones. Instead, stand on the second large block, then jump up and right into the wall to collect the hidden object (an extra life), fall down and collect the two penguins, then walk into the pole.

Part Two - Go left and stand on the highest purple bowling ball (stand to the right), jump up and collect the extra life from the roof. Go right and hit the small blocks but again leave the large one. Jump over the Liquorice Allsort creatures rather than kill them, or dodge them by climbing on the table tennis bats. Collect the extra energy and jump on the clouds to cross the spikes. When at the far end of the playing area, hit the block and fly into the bowling ball and collect the penguin, fall down and

collect the risks penguin then walk into the pale to neg teen ont retne

Part Three — Flun nont until you reach the weights. stand on from and jump through the pac above. Headbull the large block to your right and leap into the aliplane. Fly fait and hit the third block up for a bonus. ity round the walf anti go back onto the floor, collect the iwa penguins and go right into the pale.

Part Four - This is a bonus level, just run along the golf clubs, collecting the objects and finally run, full tilt. into the pole.

Level 2 - Soft Toys

Part One - Go right to the pyramid and climb up and over it, go left through the large blocks on its right side and collect the extra energy. Go out of the pyramid the same way you came in: When you're out, stand between the pyramid and the vertical wall, use the expandosuit to climb to some blocks. You'll go through the large blocks but grip onto the second block you come to. Fall from the block and go right, fall down the first hole you come to, keep falling through the holes (when there are two holes, fall down the left one). Go right (when you come to the base of the level) through the bears and collect the objects (apart from the skull), then go left to the pole.

Part Two - Run right, jumping the holes and snakes until you come to a vertical wall, stand next to it and use the expandosuit to cling to the wall above. Fall off to the left and collect the energy, go right and jump the hole, then fall down the wall, jump the next hole while

roofs. Fall

down the

going right and hit the pole.

Part Three - Go right to a wall and jump up through the roof, go right and fall down the wall, continue right to a wall and jump through three

will lid the right and go tight to yet another wall, just up through three mots, go night and tall down the w while dodging the connuns. Go right to the wall and up it (jump through the roofs), go right and tall throu the walls at the far right, walk into the pole.

Part Four - Another bonus level. Jump along the plates, collecting the bonus objects. Hit the pole at a top right of the playing area.

Part Five - Collect the bonuses and hit the pole at the bottom right.

Lovel 3 - Food

Part One - Go right and jump the spikes, collect the objects that are sitting on the chocolate, Jump the next pit of spikes, stand on the chocolate to get pas the next lot of spikes. Follow the passage right and jump onto the chocolate above the spikes, jump off to the right and go into the passage below, where you'll land. Collect all the bonuses and jump onto th penguin to become invincible for a while. Go out an round the top passage, then to the right and round t passage and stand next to the pole (but don't walk into it). Wait for a Liquorice Allsort to appear and sta on it, let it carry you to the top of the playing area. G left along the passage and collect the extra life, go right and fall down the end and go down the passag below, follow the passage round. When you have to choose between going up or down, go down, collect the life and walk into the pole.

Part Two - Go right and enter the right side of the last cake you come to, and you'll gain a pair of wing fly up and left to a small gap on the left of the roof of the section, go through the roof, fly right and hit the blocks to collect some energy, fly through the gaps

the roofs. When you reach the top collect the fou penguins and walk into the pole.

Part Three — Go right and dodge all the pole as they'll send you back to the start, fall onto right side of the penguin at the end to go to the next level.

Part Four — A bonus level. Jump along the toothbrushes collecting the bonuses, and walk into the pole near the start.

Level 4 — Bubbles

Part One - Hit the block above you and jump into the flying bath. Fly right, collecting whichever bonuses take your fancy. The only things that kill you are spikes, so stay away from the base of the playing area. When you reach the t right, go down and walk into the pole at the bottom. Part Two - Swim round the submanne and collect the first penguin off the wall, fly round the top of the second submarine and collect the second penguin. Swim round the base of the third submarine and collect the third penguin, go round the base of the next sub, go past the pole and grab the extra life. then go back to the pole and walk into it.

Part Three - Jump up the purple wall and go right then hit the first and third blocks, go right and ignore any large blocks. Jump the pits of spikes by stoppin yourself in mid-jump. Walk into the second from top pole when you get to the end, as the other three se you back to the start.

It's goodbye for another month as I head off to rest up for the weekend. need a couple a days to recover from the mountain of mail received

over the fast couple of weeks. I even

considered hiring Chris Bonnington for the day to reach the snow covered top of the pile. But in the end I managed to read all the letters, so please continue to send all yer stuff to IT'S CORKY, ZZAPI, Lud ow, Shropshire SYB UW. See yo in thirty.

DIAL-A-TIP

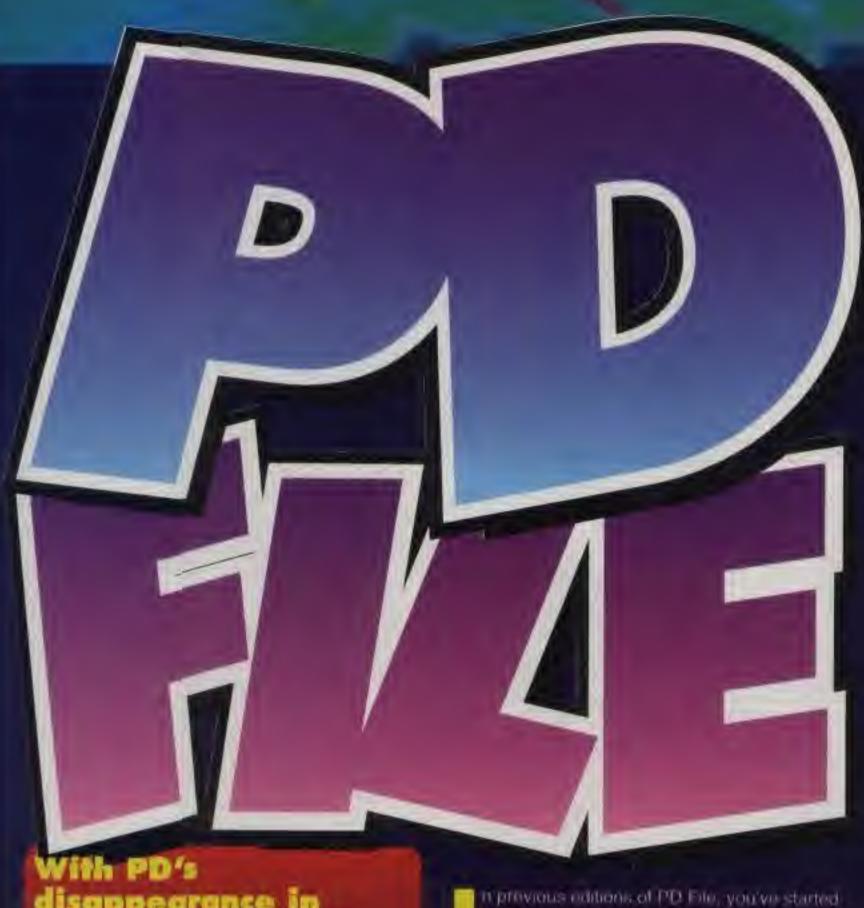
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With PD's
disappearance in
Amsterdam, the PD
File is handed over to
one of his Dutch
contacts. Live from his
secret hide-out,
undercover agent
Remi Ebus brings you
a monthly report on
the Public Domain
scene.

the score. Well-terget all that, coz all the information was gathered indirectly from PD libranes. and not straight from the source!

I successfully infiltrated the scenic seven years ago, and have established contact with most of the leading demo groups. So from now on, you won't only get to see the end results (ie demos and stuff), but you'll be getting.

end results (je demos and stuff), but you'll be getting background information about the producers, themselves, Besides all that, I'll be bringing you interviews and charts, as well as reporting from parties held throughout.

Europe Hid

to get an impression of what is trendity called

A lot of different stones have heen told about the beginning of the PO Scene, that it started

with some pioneers trying to create funny effects, exchanging them with friends, that Compunet started the score as we know it, as their modem-based bulletin board enabled computer fanatics to exchange their products worldwide, etc.

None of those stories are true.
Well, at least not completely. I can
tell you that the actual beginning of
the PD scene isn't as innocent as
people want you to believe, it really

started in another earne infinely, piracy (also snown as cracking). The first real demos were profiled title pictures and game music; but regelner and accompanied by a scrolling text massage from the crackers.

Now idays the connections with this chacking stated and still there, though not is make as they used turn, and the PD scene has become, a respectable one.

## Everyone does their

The score consests of a let of different groups (too many to reams), reach to tyring its own and of members accognitions, graphicous, musicinate and towards or the products while the total one arresponds to other groups while the total one arresponds to other groups while the total or modern.

To start a dimension of you don't mind to have all those — groups dedicated to graphics music of succession and argued uncommon. All you have to do is invent a groovy group name and establish contact with other denizers of the Public Domain and you are active in the PD scene. Contact addresses can be found in one of the many disk-magazines as well as in the demos, unlines and games spread around.

Sody the PD scane is disk only, but as swupping is nothing else than exchanging softward between filends it isn't impossible to find a person willing to copy some PD stuff on to time.

When you enter the PD scene, you'll notice that the use of pseudonyms is quite common. This can be harded track to the daty pregionings, when PD was a part of the piracy scane. It earl too clover to include your real name in the introol a chicked (any.) Therefore chickers started to use handless so that everybody knew Chicker from The London Chickers (broup but didn't knew that it was John Johns, the botton's son from most abore Handlessin still used, but now only for the functions and favourite moves, or sometimes use their real nicknames.

that that's chough about the PD scene is all for now — let's continue with some of the latest products released:



 Having trouble reading this? Do not adjust your mag! And just wait till you see it scrolling! Barl...



Copyrights? Trade marks? What dem?
 The graphic artists in the Public Domain don't concern themselves with the nicities of life...

## LIGHT

his demo is a parody on the light, bio and diet products which are currently flooding the market (I take it you mean health foods? — Ed). Crest thought they were all a load of rubbien, so

## 32 FP FIN



decided to take the mickey.

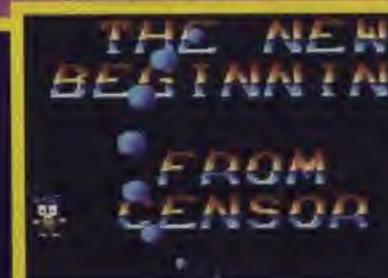
The demo was made in two weeks, and it shows; none of the parts which are linked together by a recycling-loader are really special. Only the intro really goes into the light subject, with a nice CREST LIGHT logo. in true Coca Cola style. The rest of the demo is far below the usual Crest quality. Nothing really interesting to be found here.



## WONDERLAND

some remarkably strange colour animation in the shape of a planet. With some really-hard-to-read scrollers and the weirdest tune Danko's ever

done, it's very strange indeed, In fact, you might not like it the first time around, but it gets better after you've seen it a few times — especially the last bit with the Pac-man and the eye!



## WONDERLAND 9

## Consor Design

ensor Design are one of the older groups in the scene, and consequently they've released a huge number of demos, including the Wonderland series. These demos have always featured great design and several new inventions, and this latest one's no exception.

The intro is willhout doubt the best part. After a movie-like text-flasher, complete with rotating and transforming logos (accompanied by thrilling sound effects!), you get to see a picture of a beautiful girl by one of the best graphicers in the scene, Mirage. This is accompanied by one of Danko's best compositions.

The rest of the demo is mainly comprised of digitised music, including one really awkward part with very had 4-bit samples, but two good ones as well, featuring 8-bit samples! Well, at least that's what they claim, and the sample quality is the best I've ever heard on the C64.

Besides the last part with a great picture of Iron Maiden's Eddie (by Dragon), this demo features only one other part worth mentioning. Bob has coded



executed, though I personally found it misses
that bit extra which made the other
Wonderland demos so special Besides that
it's brilliani!

Wonderland 9 is very professionally











I don't fancy yours much — these two have obviously spent too long in the sun.

## TORTURE 2

## Padva

Forture heralded the first appearance by a group calling themselves Padua. Though it wasn't a high-quality demo. Il became very popular because of the original ideas, and the nononsense look. That was a few years ago, and after Torture Padua were pretty quiet, releasing only the occasional small demo-

Torture 2 is their way of saying they're still active in the scene, and should not be overlocked.

One of the best parts of the Torture 2 demo is this spiffing Centipede game.

 The Torture demo certainly doesn't live up to its name.



The demo features some nice FII graphics and some good solid coding. For instance, they coded a line-vectorequaliser synchronised with the music. Another part features parallax scrolling, though the best part is the loader, which features a very addictive game, even though It seems it's been written in BASIC

Anyway, Tortule 2 is an excellent demo with some very interesting parts though it's lost the originality which its predecessor excelled in





effect moves faster than Corky's bowels.

Well that's it for this month, Izappers. Providing your very own PD remains banged-up, er, I mean LOST in Amsterdam, I'll be here again at the same time, same place, but with a new look at the weeky world of International Public Domain. Tot ziens!







e get loads of requests for C64 clubs here at ZZAPI Towers, so we've decided to do a feature on 'em - and here it is! Software clubs, techie support groups, local meets, you name II we've go! il.

Whatever it is you're after we've probably covered it here, but even we're not intallible - if you know of any national organisations not covered by this lealure let us know.

## Laughing

With the software industry getting more competitive than the annual Clee Hill Eating Contest (Phil's the champ). several budget houses have started their own fan clubs.

DETWARE Needless to say, they only leature their own products, so glowing game reviews in club magazines have to be taken with a pinch of sall. This doesn'i stop 'em being a worthwhile read; just make sure you check out the ZZAPI review before you buy!

Budget barons Alternative run The Great Alternative Software Club, or GAS for short. Launched in Majori, Il currentiv boasts over a thousand members - not surprising considering it's rreel

with a great Dr Who poster gracing the centre spread of the first issue. A few articles not related to Alternative games would be nice, but it's early days yet.

Despite having an unreadable logo (change it lads, please!), and a mug shot of Hulk Hogan on the cover when he's not mentioned in the mag, the GAS magazine is one of the best club offerings

we've seen. If editonal content fleshes out (and it probably will), Alternative could be onto a real winner.

## Come fly with me...

Membership of the Zeppelin Air Crew sets you back a cool £7.99, but don't lef that put you off - as well as a membership card, certificate and regular magazines you get two free Zeppelin games upon joining! Members can also take advantage of some incredible discounts.

Currently on its fourth issue, the club magazine is a little more ambilious than Alternative's offering but is printed entirely in one colour - the latest issue is phastly green! The articles are lun

and (hurrahi) they go bayond glowing endorsements of Zappalin's own games. Tighter spelling and

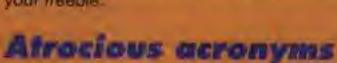
synlax and a belier design (I've seen more attractive shopping lists would make it a real corker, but

## Irregular outings

Not to be outdone, the Codies have The Cartoon Club (not Rolf's!) You need five bar codes from CodeMasters games to join, but this entitles you to a free game of THEIR choice oh well, it's nice to get a surprise every now and then!

The Cartoon Club newsletter isn't published on a regular basis: they just fill 'em up and send 'em out as need be. It's not particularly ambillous alther

 Just a few sheets of paper full of news and special offers. Still, it's nicely presented and if you've already go tive Codies games you'd be barrny not to claim. your freeble.



Those with a technical bent should check out the Independent Commodore Products User Group, whose technical support is second to none! Set up 14 years ago to cover the then state of-the-art Commodore Pat, it now embraces ALL Commodore machines, from the numble Vic 2016 the mighty Amiga.

more serious USEL TODICS word processing. programming spreadsheets.



Denzil

Their bi-monthly magazine is a netty tome. weighing in at over a hundred A5 pages per issu-Targeted at the

covered include languages and

As Well as publishing a mag, ICPUG also run reigional groups, discount schemes, over



May | June 1965

rraaagh — kersplat! That's better — there's nothing worse than having an ugly great ogre run off with your Adventure & Strategy Club binder! He'll never run again, not since I cut off his legs. Run by a small team of experienced gamers, the Adventure & Strategy Club covers adventures, RPGs, war games, strategy sims... in fact, just about anything that requires brain cells rather than lightning reflexes.

Members receive a 54-page bi-monthly information pack, hole-punched for easy filing in their snazzy club binders. Jam-packed with news, reviews, solutions (full and serialised) and lots more besides, it quickly builds into a mighty tome indeed

At £24 for annual membership and £7.95 for a binder it's not cheap, but the service you get is amazing! Members can use the tree buy, sell and swap facility, choose from over 1000 solutions, and if you're really stuck there's even a free postal/telephone help service!



technical advice and run an excellent PD library which is free to members - just send an SAE and a disk.

ICPUG won't appeal to the hardened joystick juggler, but if you use your C64 for more than ust baddie bashing give it a whirl.

# You take the hire road...

If vou've ever spent ten guld on the Commodore Software Hire club paying your £2 membership fee, you can hire up to four

seven days, easily enough time to check them out - you need never buy a dud game again! Prices range from £1-£4, depending on the age of the game and weight of the packaging (all prices include P&P)

Obviously budget releases are hardly worth hiring as they cost only a tad more to buy, but it's great for testing full-pricers or deleted titles. For a free catalogue send an SAE to the address below.

# I'll be BACC ...

If it's local user groups you're after, check out the British Association Of Computer Clubs. Don't be

Silicon Village

put off by the boring title, it's actually a really useful information service dealing with regional computer clubs. specialist services and user groups. A non-profit-making organisation, you don't even need to pay - just bung em a SAE at the address below. together with details on the sort of club you're after and What computer you own. You can now get in touch with BACC via a couple of bulletin boards too - they've placed most of their thousand-club master list on-line, via Tessier Ashpool Online (TAO) and

To log onto TAO dial 071 275 9996 then enter XMNET at the services menu to get the Viewdata system. Enter account name GUEST and password PUBLIC when prompted, terminating each entry with a hash (#), then go to page 8102 ("8102#) - you don't even have to be a member! Call Silicon Village on 081 759 6996 or 0734 819 000: On connecting enter # to get to viewdate system, followed by an ID of 4444444444 and a passyord of 4444, and again go to page 8102 (\*8102=).

For lutther information on BACC's modern service only, send a SAE to Andy Leeder, Church Farm, Stretton St Michael, Norwich NA 15 208

the latest film te-in only to find it's crap, could be for you. After

games from a range of over a thousand. You keep the games for

# yable to Zeppelin games.

One code short of a full club? No worries - this coupon counts as one bar code! Just send this seupon with four codes from CodeMasters games, and Bob's your relative!

At very little trouble and no expense a

all, ZZAP! 64 have organised some

special offers for ya. Just cut out the

coupon in question and bung it in the

envelope with your membership fees,

and hey presto - you've saved

yourself some dosh! All the clubs will

send further details if you bung 'em a SAE, but hang onto your coupon till

you join.

Club binders usually cost a cool

your application and you'll get it

Wey-hey, Zeppelin are offering,

Blimey! With two free games on

sames and a £4.99 cheque/PO

exclusive to ZZAP!, a hefty £3 off

the usual membership fee of £7.99!

offer you'd be two pixels short of a

'em your name, address, choice of

loading screen not to join. Just send

17.35, but enclose this coupon with

No money off here (it's free anyway), but the first ten to apply enclosing this coupon will get a groovy Alternative Software T-shirt. Just send your name, address, computer model and your favourite local software dealer to The Boss

As well as the usual yearly subscription, ICPUG are offering shorter, cheaper ones. Make cheques payable to ICPUG. One Year (six issues) - £19

six Months (three issues) — £10 Four Months (two issues) - £7

# sacc

Postal enquines to Terence John, 148 Furzehill Rd Borehamwood, Herts WD6 2DX. (SAE)

# Commodore 64 Software Hire

3 Briarbank Avenue, Porchester Lodge Estate, Nottingham NG3 6JU. (SAE)

# Great Alternative Software

The Boss, The GAS mag, Alternative Software, Units 5-7. Bailygate Industrial Estate, Pontefract, W. Yorks WF8.2LN (State computer model & tavourile software shop)

# Independent Commodore Products User Group

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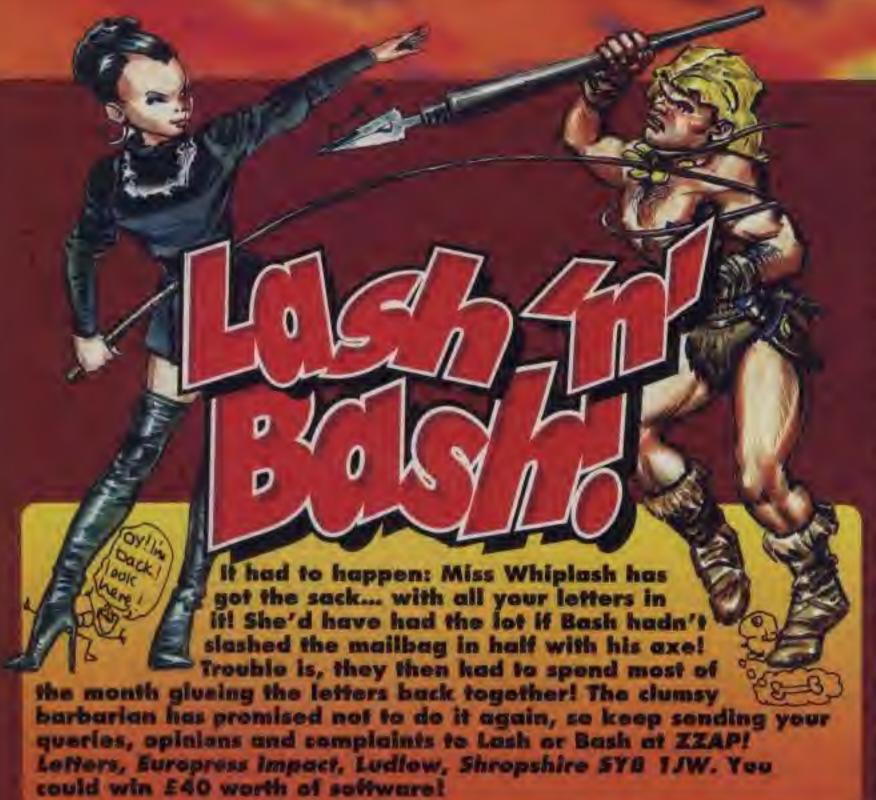


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# COPYRIGHT CASE

Dear Bash,

Dear Miss W

Can you help me with a possible legal problem? I'm considering opening a club where members would pay a fee and then they would get the use of software, free of charge. This should hopefully avoid the 'no hiring' copyright. A term of condition would be that the software would not be copied — this should cover me against copyright irregularities.

Would I get into any legal/copyright problems? What's the legal position? Is it advisable to carry on or just to forget the idea atthough I feel I could really give it a go?

Noel Bishop, Rugeley, Staffs

Nice try, but I doubt if charging an enrolment fee and lending software for free would beat the hiring ban — unless your club offered other services, the courts would probably decide the initial fee was itself a hire charge. Most games include a 'no hiring' clause in their copyright notice, but it's very much a legal grey area — it's never been tested in court, so we're not sure whether or not it has legal backing. Software hire has been stamped out on the 15-bit computers and the battle rages on in Consoleland, but there are already Software Hire Clubs for the C64 and Speccy. For further Information, contact your local Citizen's Advice Bureau.

bugs me, because by the time I've got to the answers, I can't remember the questions!

2. What's the best printer for the C64?

3. What have Ocean got planned in the way of carts?

4. Is TIB's 3.5" drive beginning to catch on with software houses?

5. Is there a chance of getting more pages in ZZAP! without an increase in price?

 I love the posters, give me more!
 I've just completed Exile (after two months). Are there any plans for Exile 2?

I thought it was about time for something completely different (sort of!). For those of you who wear bifocals and whose IO is less than 5 (Corky?!), I'll tell you what it is — ITS A CHART! I'd better explain how it works so here goes:

I've added up the percentages (%) of every game reviewed since August '91 (under their software houses) and divided the answer by the number of games that house had released between then and now

(to find the average).

Eg. If there was a company called Worky Bananas (I'm serry, I just had to mention them) and it had made four games receiving 45%, 22%, 13% and 50% (then it would be crap!). Add them all up to get 130 and then divide by four (the number of games) to give the average mark that house got. Simple eh? On yeah, I've also included the total releases of that house (not including compilations (did I spell it write?!)) and the lowest and the highest mark that house has received.

Now for the much awaited chart.

## Company Total Lowest Highest Average Games % % % 2 93% 97% 95.0% Thalamus: Gremlin 5 67% 93% 84.8% 34% 84.8% Kixx 97% Ocean 14 53% 93% 81.2% CodeMasters 15 32% 94% 73.9% HI-TEC 10 42% 94% 73.1% Storm 4 31% 9150 71.25% Hit Squad 29 13% 96% 68.4% Zeppelin 18 40% 87% 67.2% US Gold 22% 94% 65.2°: Imageworks 4 30% 95% 65.0% Summit 3 35% 90% 63.3% Mastertronic 5 37% 93% 63.2%

36%

Total Games released Best game (s) 152 Creatures 2

8

97% Thalamus Turrican 2 97% Kixx

90%

55.0%

# Craig 'Exiled' Ellis, Basingstoke, Hants

PS, It's great to see Scorelord and Ken D Fish back. Now all you need are the border dudes.

• 1. Erm... what was that question again?
2. If you really want to splash out, Datel sell the Star LC200 colour printer (with interface and software) for £259. Otherwise their Sprin 128 interface enables the use of any Centronics-standard printer.

 Nothing. They're not planning any new C6releases.

4. Sadly not.

Domark

5. Sort of — the pages have got wider, so there's 'more of them'!

6. All right.

7. Not in the immediate future. Audiogenic aren't doing much C64 stuff at the moment - we're still waiting for World Class Cricket!

Thanks for the chart, but I reckon it's a bit rough on those firms which have released loads of great games, but just one or two stinkers which knacker their average.

Lash

# THE WINDS OF CHANGE (PARPI)

Dear Lash.

I have been reading ZZAPI (the best mag in the whole world) since ish 71, and I have noticed homeon it has changed — for the better, I may add to that enough grovelling done? Okay, let's get down to business.

 Were Wonderboy II or Super Wonderboy ever released on C64 and if so, are they any good?
 Football Director (yes the management sim);

was it ever reviewed? If so, what did it get?

3. I am one of the few people who like management sims. So please, please (x 1000) could you recommend one or two besides Tracksuit Manager.

4. Any chance of some tips for Turrican, as I can only reach level 3-3?

5. Can you at ZZAP! take some creative criticism (okay. I know you could)? Any chance of some better games for the Megatape?

Eoin Barrett, Cork, Ireland

PS. Please print my letter because if you don't I' have to give my collection of ZZAP! mags to my friend (we have a bet). PPS. Could you recommend any books for

making programs?

 Why, when peope write in with numbered questions like this, to you always put the answers at the bottom of the column? It really

I have been reading ZZAP! since Issue 46 (on

to have been a slight increase in the quality of

that's not because Im creeping (honest!), it's

because I mean it, to there!

Now for same questions:

and off before that) and every month there seems

your mag. I know I say this every time I write, but

ZZAP! 64 No.89 000 000 199

# 40 Giller

- 1. Super Wonderboy was, and it scored 68% in Issue 59.
- 2. No.
- 3. Well, Cult's The Match scored highly with Footy Phil, and Zeppelin's Match Of The Day looks good from what we've seen there may well be a review in this ish!
- Corky says he'll see what he can do (not a lot, if you ask me).
- We're constantly searching for great games, especially now we've got two triff tapes.

There's loads of BASIC programming books, but if you're serious you need to learn machine code — try 'Programming The Commodore 64', written by Rae West and published by Level Computer Publications, PO Box 438, Hampslead, London NW3 1BH. Lash

# CONTACTS DOWN

Dear Bash,

I have written a lew times now so could you have a heart and please publish this letter?

I am president of a club down here called 'C64/128 FRIENDZ & CONTAX'. We are a worldwide club for all Commodore users and publish a magazine every two months, crammed full of interesting things for members. Overseas people don't have to jain, they can just write to me and I'll put their name in the magazine for other members to write to them if they want (free of charge).

We support Plus 4, C16 & Vic 20 as well.
So, come on, please publish this letter. We really would appreciate if And I'll keep buying your magazine.

Steve Hedges, 11 Dunsford Street, Whyalla Stuart, South Australia 5608

 G'day, Steve. Your club sounds bonzer, so how's about sending us a copy of the mag?
 Bash

# SPACED OUT

Dear Sir/Madam

I have been collecting your magazine for a year now, and have been delighted with the articles and especially the game tape, I have had my Commodore 64 for almost two years and have yet to see a classic Space Invaders for it. I realise that people nowadays do not need this type of game, but I have been going out of my mind looking for one. I know that a Space Invaders-style game is available for the Amiga and I wish to know if there is one for the 64, and if so, where to get it from.

KL Shade, Nuneaton, Warks PS. You're my only hope.

 There's a fair version of Space Invaders on Public Domain — look in last month's PD File for more details. Also,

Domark's Super Space Invaders has a similar approach in gameplay (only spiced-up a bit!).



# RIVAL FORMAT

Dear ZZAF!

No doubt you're getting tired of all the criticising letters coming in but I felt that after all my years of reading your wonderful publication. I had to contribute. So here's my effort:

Paging through an issue of rival magazine Commodore Format (don't worry. I washed my hands atterwards) I realised three main things about it:

- 1. It reads as if it was written for three-year-olds.
- 2. It's got better variety than ZZAP!
- If you tiddle around with the CF page-number colour scheme you can get it to look exactly like ZZAP!'s page-number colour scheme.

Okay, so point 2 stings, but if you can restrain yourselves from using your collective arsenals to kick me back to whatever netherworld I came from for just a minute, I'll explain. CF have a passable attempt at a tech section, and have an adventure section too. Yes, I know you have an adventure section but more than or adventure review a month would be nicel If the amount of adventures/RPGs is really that low, a few reviews of old gems would be appreciated, the Bard's Tale series, the Zork series, a selection of Level 9 classics and perhaps some of the SSI/US Gold megagames, to name but a few

And something else I'd like to see that both Cland ZZAPI lack — information on current modernets and bulletin boards. Do Micronet or Compunet still cater for 8-bits? Do they still cater for any computers? Here's a completely idiotic idea: how about setting up a ZZAPI NET open exclusively to ZZAPI readers, perhaps in conjunction with an existing net? I'm sure there's a few thousand out there who'd join. Commercia viability is another matter — but it would blow CF away! Of course, if it flopped, it would blow ZZAF away, but innovative improvements are like orgin—full of fun but riskier these days.

Another thing that you both lack, that I'm sure would be appreciated by cassette users, is some choice PD demos on the Megatapes. Public Domain utilities and demos come pretty cheap — hint, hint, a nod is as good as a wink to an epileti octopus etc. etc.

On the tech front, I think that a step-by-step method of creating a game would be a good idea Or failing that, a little section answering the questions that always get asked: eg. How do I design a loading screen? How do I get a program loaded from disk to autorum? How do you do those flashing lines in the border when I'm loading something? How can I get it to play a tune when it's loading? What's machine code for? How do you use sprites? How can I build up my own characters?' I could go on all night!

And to close I have a little grumble. In the June edition of ZZAPI in the STUFFI section, you said nobody could get more than len sprites on screen at once. Then you mentioned Direct Designs who can get 100 on-screen. Well guys, you really stepped in it this time. The Genesis Project (a PD project group) have created a demo called Sprite Mania (available from The Binary Zone, ret BZD114) which projects on-screen (read it slowly now) TWO HUNDRED AND NINETY sprites. PD is free while presumably Direct Designs aren't. Uncle PD wasn't much use to you then, was he?

Sorry about the length of this letter, but I'd a lot

# WE MUST PERFORM A QUIRKAFLEEG

Dear Miss W

Bahl It seems that Ocean are taking all Ct-A owner- for a flippin' ride, and no mistake!

I read with growing disbelief, the article on Paresor

Stars being nicked by a nasty thief.

Are we really supposed to believe that a professional programmer who was working on a major cain ap conversion saved all his precious code on just one floppy disk which was promptly stolen? Isn't it just a little strange that Ocean, who are

presumably paying this programmer a hefty sum, and who would be monitoring the game's progress carefully, had no copies themselves?

Or could it be that Ocean decided that they just couldn't be bothered to continue with the Liberton conversion and sent out this ludicrous story for a bit of a laugh? You, the readers, must storids

Anyway, I would like to make an offer to Ocean. I am currently working on a C64 game emiles Mushy Armpit Sex Simulator. I will sell you this game for a cool million, as long as you don't take any copies off me, and pay me even if someone nicks all my code which I have preciously saved on the end of my Abba tape. Please send the money in used notes.

Daniel Salter, Rotherham, S Yorkshire

PS. Please title this letter 'WE MUST PERFORM A QUIRKAFLEEG' as I am a slightly drunk Miner Willy fan.

PPS. Please try and use the word 'culminating' in your reply. Cheers, luv.

O Your game sounds great! But seriously, it's amazing how many times professional programmers' equipment 'goes down', culminating in the delayed release of a game. We we never used this excuse... erm, I mean 'explanation' for the late arrival of ZZAPI on the shallow — it's always on time!

ZZAP! 64 No.89 B October 1992

on my mindl Incidentally, CF reviews have no style whatsoever — they're filled with words only dickheads use, eg 'srob', 'trub'... need I say more? LONG LIVE ZZAP!

Oliver Mooney, Dublin 13, Ireland

 I must admit I can't understand it.
 We're always trying to improve ZZAP!, and are planning to introduce a techie section.
 Send your technical queries to Brian Strain at the usual ZZAP! address.

I'm always open to constructive criticism about my adventure column — as long as you don't mind an axe through your skull.

As for a modem column, or even a ZZAP!

net, I reckon it's too much of a minority
interest — unless loads of people write in
saying they want one!

 What an amazing coincidence! exclaimed our designer (and sarcastic git), Mark Kendrick.

Uncle PD hasn't been since he went missing in Amsterdam. Maybe he was ashamed of his mistake — nah, he's never been ashamed of anything!

Bash

# LASH 'N' BASH: THE GAME!

Dear Lash

Has anyone eyer thought of making a computer game about you amd Bash? I'm sure it would be a hit, especially if all the end you could have Scorelord begging (at your very sexy 'kinky boots' pleading for mercy while Bash 'clubs' him from behind, tasking his head off in one swipe. Anyway, beffore I get carried away, I have one question Ho ask:

 Why don't you striow people how to program games in your maggazine? I would love to make some games but juilst don't know where to start. Thanks for listenings.

Stuart James, SSwansea, W Glamorgan

What a brilliant I idea, I'd love to go on the game. But do we nreally have to have Bash in it? He's such a cluumsy oat — though if he feels like taking a I swipe at that scummy Scorelord, I'm righht behind him! (Watch it, missy! And you, MMr James! — Scorelord.)

1. As Bash said, wwe're planning a technical queries section, unndoubtedly including a few programming I lips. And at the risk of repeating myself, I try reading 'Programming The Commodors 6.64', by Rae West.

Lash

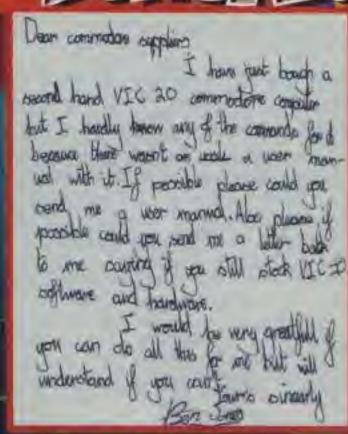
# ON ANKOTHER PLANET!

Dear Miss Whiplash

It's me again, Blip there alien! You know, that alien who won Letter Of Thine Month a wee while ago for reviewing the reviewevers. Well, I'm back, and have I got news for you? Uh ih HUH!

I was zooming aroupend earth in my blue Astro Jet looking for the latest it issue of ZZAP! when up on the screen hopped a pricture of ZZAP! No 86, and below if appeared a m message which read, 'press Return for one ZZAP!P!' So I pressed Return, thinking I was going to get my usual, brilliant, most lavourite mag in the w world, but how wrong I was! Thousands upon thoucusands of ZZAP's came whizzing through my by telepon-letterbox-type thing!





What are you like? The Vic 20 was old hat in 1983! Looks like you've been had, mate. And what's all this 'Commodore suppliers' lark? We're a flippin' magazine, chum, and a C64-only one at that. However, by a strange turn

rubbed of fate, we received a letter from an Aussie chap running a my eyes and Commodore club that also covers the Vic 20. His address then the screen is somewhere on these pages.

of my onboard computer, and off the screen

onto my hand came a lump of state Glaxian Curry (4 nights ago's dinner!). YUGKK! It had been covering up part of the message which should have read, 'Press Return for 10,000 ZZAPIs'. I was blubbergasted, so I hit the thruster and went home.

Some time later (on my own home soil, thank God!) I had a thought (I've had a lot of thoughts this letter!?) why not give all the ZZAPIs to the public of my planet? And that's what I did. Since then my people have taken Bash. Phil. Markie and of course you, Miss Whiplash, to their hearts (to their asses in Markie's case!).

Now all the barber shops are called Bash the Barbers (I think they've taken him the wrong way!). All the bog rolls now have a picture of Mr Kendrick on them. There is a chain of shops called Whiplash Wunders which sell everything from whips to chains (nuff said!). Probably the most successful of all the ZZAP! crew is Phil: he is now a pin-up (I) and decorates the walls of bedrooms everywhere. Ah well, here's some questions.

 Is Street Fighter 2 going to be released for the C64?

How would you sum up Street Fighter on the C64?

 Are there any plans for Creatures 3, Wrestletest or Hit The Ice?

4. Please can you return my Megatape 27 (it's been five months now).

Blip, c/o Scott Woodburn, Belfast, N Ireland

Whiplash Wunders, eh? Hmm, that gives me an idea...

1. Yes, see this month's previews!

2. The least fun I've ever had smacking folks.

3. Not that we've heard of.

4. It must have got lost in the galactic post!

# TEST BAN

Dear ZZAP!

On the day of writing this letter I've just put a fiver deposit on the RoboCop 3 cartridge. But I don't know if it's any good, as I couldn't play it in the shop because they have no TV cable. So can you tell me if it's worth buying? They also have Battle Command, is that any good?

re on these pages. two years now.

Bash never took interest in additional hardware, eg disk ry drives. I just used my computer for games, not also, But what I'd like to know is: Are 5.25-inch disk drives slow? If so, how slow? And can yo buy a full range of software for the 3.5-inch disk drive?

owned i

Noel Grace, Cavan, Ireland

PS. Can you get WWF Wrestlemania on cart's

# LOVE YOU,

Dear Miss Whiplash

I think ZZAPI is a brilliam mag and Commod Formal is crap,

Now on with the questions:

1. Is Barr Vs The Space Mutants coming out carridge?

2. Is Lenimings coming out on the Commodere?

 I have been looking for Chuck Rock since knew it was out. Please, can you tell me who can get it?

4. Steg should get 94%, not the 87% Phil an Corky gave It.

5. Miss Whiplash, what's your first name?

PS. This the the sixth time I have written, so please print it.

PPS. I fancy this girl in my class. She also reads ZZAPI. So can you put 'I love you, Catherine' so she can read it? Please!

Aw, what a little romantic you are! I ho it works.

 No, as Nintendo own sole cartridge rights.

2. Yes, eventually.

3. Try ringing Europress Direct (plug, plug) on 051 357 2961.

4. You're entitled to your opinion.
5. Ah, I only tell my close companions.

Lash





have the tape and think it's brill, but the loading takes too long for me.

 RoboCop 3 and Battle Command are both great games, but if you ask me, the shop are giving you a pretty lame excuse. No TV cable indeed!

5.25-inch drives are okay as long as the disks use a decent fastload system — most do. Sadly there's hardly any software on 3.5inch.

WWF isn't available on cart - licenceholders Nintendo won't permit cartridges on any other formats but their own. That's also why Bart Simpson isn't on C64 cart. Bash

Dear ZZAPI

I've got loads of questions to ask you.

1. One night I loaded up Predator and it got to the title screen and said press fire to begin. So I did, but all it did was carry on loading it. I did this time and time again until I started headbutting the C64 out the window. What shall I do to play this game?

2. Is Prince Of Persia out on the C64?

3. Will there be plans for a C64 console to compete with the Nintendo and Sega 8-bit. I personally find Sega games too easy to complete.

4. CF's ratings are very poor. How can they put down the Last Ninja as they did in Issue 20?

5. How fat is Phil?

6. Tell Corky to get some tips for games like Turrican, Barbarian 2, Baal and Dragon Ninja.

7. Why don't you lot at ZZAP! get a bit where the readers review their best and worst games?

8. Why is there a lack of cartridge games on the C64?

9. Could I send diagrams and ideas for games to top companies and be rewarded if the ideas are used?

10. Is the C64 version of Shadow Of The Beast any good? The Amiga version is brilliant

Here are my top 10 games at the moment.

1. Speedball 2

2. Last Ninja 2

3. Turrican

4. The Addams Family

# TASMANIAN DEVIL

Dear Whiplash Whispers

I suppose this letter won't get published, but I have to say ZZAPI is the best C64 mag in the galaxy. Now for some questions.

Will System 3 be making a Last Ninja IV?

2. Novagen have released Mercenary II on other computers, will they ever release it on C64 or put it on cartridge?

3. Also any news on Novagen's Mercenary III: Universe?

4. Tell Manfred Trenz to make a Turrican III or I'll tell my friend Arnold Schwarzenegger, who lives in the Pacific Palisades, to come around and give him a spanking.

5. Also will Jeff Minter make a comeback? Come on Jeff, how about Revenge IIP!

6. Will ZZAPI ever interview System 3, because in my opinion they're the best C64 games company in the world, just look at Last Ninja 31

Well, I'd better get back to my bench press. Oh, you're kinda cute Miss W, how about comin' over to Aussie land and I'll give you a XXXX?!

David 'Triphammer' Simmons, Tasmania, Australia

 I don't think I'll bother coming over — you Aussies are. full of XXXX!

 Not in the near future, but maybe some day. Twish hed ship

Sadly not.

3. No, but it'll be 16-bit only. portam purping

4. It wouldn't frighten me.

5. Oh no, not more camels - they give me the

We did one with 'em a while back.

5. Double Dragon 3

6. First Samurai

7. Rubicon

8. Target Renegade

9. Bug Bomber

10. Maze Mania

Yes, these are my faves, though I haven't seen many C64 games as I've only had my computer since January, but ZZAP! Megatapes have me occupied. I've especially enjoyed Paradroid and Emlyn Hughes, although the latter didn't have

league or cup options which was sad as the games are over far too quick, I agree with your rating for this game. 90% is perfect, unlike CF who would probably give it 15% or something. I must go now, me eggs are boiling!!!

Lee Rimmer, Litherland, Liverpool PS. I desperately need the answer to question 9.

 1. Sounds dud to me, I'd get a replacement. 2. No.

3. You what? The C64's better than both those 8-bit consoles, and the games are a helluva lo cheaper. I'm fed up with this myth that consoles are automatically technically superior to computers. It just isn't true.

4. They have the right to their own opinion, even if most of us disagree.

He's so fat, he can hardly get through the office double doors. It's got so bad besides the fact that at his current size increase rate. in 1994 the Earth will orbit around Phil's belly he's gone on another diet: no chips! He'll never keep it up!

I'll whip him into shape (whether it'll be vaguely human, I don't know).

Many readers express their opinions on games on the letters pages — especially if

they disagree strongly with a review. I reckon it was the big retailers' fault — the wouldn't allow enough shelf space for C64 carts, and so not enough people bought 'em. A bit of a tricky one, that. If you're not

careful, some unscrupulous folks might nick all your ideas. Make sure you can back up your copyright first, by putting your designs i an envelope and asking your local bank to store it.

It's technically excellent, but I never liked the original Amiga game that much. Lash

Dear Bash,

I'm writing to you about my problems with a software mail-order company. It started when I ordered Space Gun on disk. The company told me it would take a week to get to me. A week went by and nothing arrived. So I phoned them up and they said they were out of stock and it would take another week to come. After waiting another week and nothing coming, I phoned them up to see what was going on. They said they were still out of stock. So I changed my order, I got Super Space Invaders instead; if took three days to come.

After a couple of months, I ordered Creatures 2 on disk. They said again it would take a week. So I waited and waited and waited. Then I phoned them up. They said that there was a waiting list for the game, and it could take up to a MONTH. The point was, I had already been waiting three weeks for it.

I tried another mail-order company and they said it would take two weeks, because the main software wholesaler was out of stock and were waiting for Thalamus to send some more. At this time I was really angry, so I decided to phone Thalamus. The woman on the other end was so helpful. She said that they had loads of Creatures 2 on idisk in stock. So I ordered one and received a copy within three days.

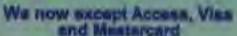
So if anybody is finding it hard to get a copy, you should phone Thalamus to get a copy like me. By the way it is a BRILLIANT GAME! The phone number is (0494) 474713,

David Garner, Dudley, West Midlands

PS. Great mag and I have been getting ZZAPI 64 from Issue 1. So I must be getting on a bit,

Fare thee well, you elder. The wise old warlock Grondilf tells me that mail-order companies have to rely on their oracles. As a magazine like ZZAP! takes considerable time to appear on the shelves after being written, the mail-order firms have to guess which games will have been released by then, and list them as 'available' in their adverts. Inevitably some releases are delayed, like Creatures 2. Bash

ZZAP! 64 No.89 | October 1992





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**D** CodeMasters £3.99 cassette

At last, thought PHIL 'GREASY QUIFF' KING, a **Brylcrean** computer game! Bu before he could slick back his strands, he was left in a cloud of smoke or the starting grid.

s if I havn't done enough racing this month...No! No! No! I'm not doing it for less that 23 million dollars! What? That Brazilian chappill do it for free? Oh well, all right then...

Let's take a god look at this little motor's spec's. Hmm, loks pretty slick to me: multidirectionaliscrolling overhead view. Grand Prix seast over six international circuits, practicenode, qualifying laps, twoplayer racing... It how does it go?

The solo gamis incredibly compulsive. Climbing into yor Benetton car, wait for the red starting lights tourn green; push your pedal to the metal (or rater, linger to the fire button) and away you g

And very nippyour car is too, as you rotate it left/right to gelound the smooth-scrolling track. Go too fairound a comer and you drift wide - going on the grass slows you down; hit the tyre wall id your car spins off permanently. Thisn't too bad in qualification - you just start! the back of the grid - but in a race if means automatic last place.

Part exchange

Doing well in races earns you Championship points, but you'd have a hard job winning anything in your Benetton. This is where the innovative challenge feature comes in. Before a race you can challenge any of the other five drivers. If you then beat that driver (whose car flashes continually) in the race, you swap cars with him.

Beating a higher-powered car takes some doing. Your opponent will have more speed on the straights, so time must be made up with efficient comering. Excitement is added by the way you can usually bump your opponent on the starting grid, zoom way ahead, with him eventually using superior speed to catch you near the end of the race. You then need to do lots of defensive swerving and barging to stop him getting past.

Sometimes, drivers in worse cars will challenge you. As long as you don't crash, you should be all right — the main nuisance is that they prevent you from challenging anyone else.

Winning the World Championship certainly takes some doing, as our Nige knows, but if you do well one year you start the next with your current car. So even if you've no chance of winning this season, there's always something to keep playing for.

# **Driving duel**

The two-player game is a real bonus, based on the one in Codies' Micro Machines on the Nintendo. It's a straight two-car duel with the drivers trying to get far enough ahead to scroll the other car off the screen, Hot Rod style. This removes one of the loser's lights and adds it to the winner's. This driving 'tug of war' is great fun, a real yo-yo battle of wills and skills that can go on for ages.

At first sight, Slicks looks old hat, but under the

oy! I'm the only Slick one 'ere

graphics (boats in the harbour at

Monaco etc) and neat presentation screens. It's a shame there aren't more circuits to race on, and I reckon the multiload (for three tracks at a time) could have been avoided. Nevertheless, Slicks plays extremely

well in both one- and two-player modes. Better value than a used Metro, guv (anyone wanna buy mine?).

• There's little room for overtaking as the cars go round a tight bend, so it's bump-'n'-barge time.



ZZAP! 64 5.89 @ October 1992



They live at number 3, Tree Street, Chimpton with their Mum, Dad and Gran (...told you! — Ed), and their latest bogus journey starts when mum asks them to go to the forest and collect fruit for the pie she's making (oh frag, the mention of food again). The instructions we received state that Mash is supposed to lob some really big mud pies down from the tree-tops, clearing the way for goodles. In practice, though, this is far from accurate; only Bangers ever appears on screen his mud (pie) slingth mate being conspicuous only by his absence! Himm

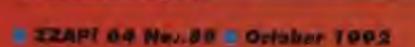
(come on Carky, we know you videa it! —

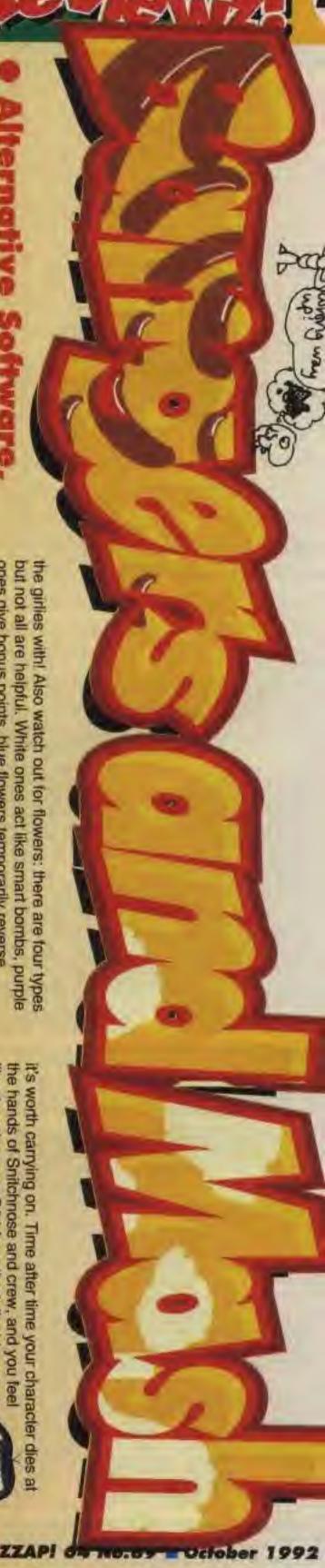
# trollinguals and an East

Typically, Bangers has more then pie tillings to worry about. Living in the tores, is an evil oid Witch named Shirchnose, who hales anyone disturbing her peace. She controls an army of despicable creatures who like nothing better than armitifiating enpoying apes. The attacking creatures include hedgehogs, chimp-eating plants, ghosts, skaletons and Shirchnose herself on her magical broom. Our chimp pal ain additionaless though, he rolles an unlimited defenceless though, he rolles an artificial broom.

which scroll when you'rs going up or down our meraly like horizontally), along with flamends — to bonus noints and to impress







Alternative Software E3.99 cassette

The boffins reckon that humans and apes descended from a common ancestor. The proof of the pudding (as they say) is represented by MARK 'TEA PARTY' CASWELL. Now where's my cup of PG Tips...

h Gawd, even the title of this game's making me hungry, it's half past ten in the morning and I'm starving. But ignoring my rumbling turn (7.3 on the Richter Scale), I'll bravely carry on with the Bangers And Mash review.

The heroes of the game are chimpanzees: Bangers and his brother Mash (so named 'coz the midwife accidently sat on him when he was born), are apparently the subject of a children's TV show, so I suppose you'd call this a lisence

but not all are helpful. White ones act like smart bombs, purple ones give bonus points, blue flowers temporarily reverse controls and red ones kill our hero (although all mention of these was also missing from our instruction sheetl).

In the status panel there's a section with icons for the three different types of fruit. When all the counters hit zero, it's time to move onto the next level (accessed via reaching the top of the screen), and battle more of Snitchnose's troops.

I love the PG Tips ads on the TV, and have a soft spot for

chimpanzees in general, so I loaded Bangers And Mash with high hopes. Sadly, though, I ended up disappointed. Graphically the game's pretty horrid, the sprites are colourful but blocky (is the main sprite a chimp or a deformed human?).

The collect-'em-up element is simple enough, but the evil denizens are overly enthusiastic in their ape-bashing task. This is very frustrating and will no doubt put a lot of people off, and I'm not really sure

the hands of Snitchnose and crew, and you feel like dropping your C64 from the tallest tree you can climb! If you have the patience of several saints, take a look at Bangers And Mash. The just have to

CONTRACTOR OF THE PARTY OF THE







furniture, Corkyl But seriously, this game is very frustrating. Miss a platform and you often fall down an annoyingly long distance. There's also a problem when jumping up into the unknown — you often bump into a previously unseen baddle. It's a bit of a shame as otherwise the action's not that bad; a sort of ultra-simplified Rainbow Islands without the rainbows! Apart from the trustration, the main problem is lack of motivation — collecting all that fruit seems pretty pointless, especially to a chip lover like

• Woodo! Watch out for that ghost, he'll scare the sheet out of you! Hit him with your mud pies and grab those tasty bananas. Collect all the fruit as you climb up the platforms to the top of the tree.

4)

# Alternative, £3.99 cassette only

Can Duckula II 'quack' it as a budget game, or is it out for the 'count'? Has MARK 'RHESUS NEGATIVE' CASWELL gone completely 'quackers'? Can we shut him up long enough to write the chuffing review? Read on and find out...

ampires are a great laugh, aren't they? They're immortal, completely immoral and the owners of a set of choppers the big bad wolf'd be proud of. But I can't understand why they bite beautiful young maidens on the neck — it's not what I'd do.

Ahem, but back to the review...
deep in the heart of Transylvania
stands a castle. It's not just any old
castle though, it's the home of Count
Duckula, last in a long line of
bloodthirsty vampires who for
centuries wreaked havoc in the local
villages.



 Above: Jack must be outta his box if he thinks he can thwart the feathered fellow. Below: The Count soldiers on!



Fangs ain't what they used to be

The Count held the peasants in the grip of an iron glove, but as in all good B-movies he was staked to death by angry peasants. He can only be brought back to life once every hundred years, and one dark and thundery night saw the hundredth anniversary of his demise. But Igor, his manservant, used tomato ketchup instead of the of motion lotion when bringing him back to life. Count Duckula was



Above: Duckula's castle rockets into space, avoiding meteors and satellites galore. Below: Caught in a tricky bit, the Count calls for his hero Terrific Terence – who zooms to the rescue!

Count-down to disaster! Caught between a couple of, er, gonk-type thingies our hero's gonna have to do some quack thinking! Time to quack open the ketchup?







one of my favourite cartoons). I suspect Duckula II's

section's easy to complete: after a couple of head-on

collisions with the asteroids, I dodged them expertly.

aimed at a younger audience than me (an old lan)

who's pushing three decades — Ed). The first

more sub-games it would've

been a steal, bul as it stands

there's just not mough here

to justify splashing out

On.

ZZAP! 64 No.89 October 1992







# Kixx, £3. cassette

IAN 'UNFIT TO LIVE' OSBORNE makes an awful racket as he knocks his ball against a well...

s this man the greatest spotting superstar ever? World champion at 11 and valeran of 500 matches over a six-year pariod

STEUE SMITH DATEN SCOTT SUCHES IMPRIS TEN WALKER ANTHUME GREEN ERIC FERM TOTAL DEP DAVE SEVEN THE BY RUBEAT TOP SPED: **WALTED** BOT SPED: MER FITNESS PAUL GOF MARTIN E TOUGH JUDGEMENT **ILELS** HOLIBRO THOTICS ADNALD HOLMES BILL CHINSHING PETE BRANES MARK DECKETT EDWARD PEARCE PHIL ROGERS 



undeleated, no-one, out NO-ONE has dominated a sport like Jahangir has squash (Corky comes top of the Essex and District Trainsporter's Sumo League every year, but as he's the only member it. doesn't count). So will the game that bears his name live up to his Illustrious reputation, or will it. like his opponents, be left behind?

Despite being one of the oldest computer games ever, squash isn't very well covered on the C64. From the dawn of time there's Pong. a ridiculously simple bal-and-ball tennis sim that spawned football and squash variants. Jonah Barrington's Squash hit the shelves in

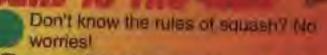
1985, though it didn't exactly set the world alight, then came Jahangir Khan.

Back in Issue 76 Stu and Philargued, 'However good a squash sim is, it'll never be a killer game as the sport doesn't conventhat well. They're right I suppose but liove Jahangir to death!

# Squash

As comprehensive a sim as you. could want, both world and club tournaments are on offer depending on which side of the tape you load. A tournament is divided into aight stages, each a sort of mini-league in which four to six players compete - everyone plays everyone else. then the top two players are promoled, the bottom two going down, it that fails to grap you, try the knockout cup challenge!

Each player has six individual stats, including stamina, speed. tactics and judgement - win a match and you can upgrade one of em. Any number of human bods can muck in, and if you're really sad you can watch two computer players compete. Several types of squash ball are offered, ranging from not-very-bouncy to verybouncy-indeed. The bouncier the ball, the more time you get to



There are three horizontal lines on the larwall of the squash court - a serve must be the wall above the middle one, and below the topmost line, then land in your opponent's area. After that the centre line can be ignored. and players merely have to bash the ball. between the top and bottom lines, bouncing off. the side and rear walls any number of times but only hitting the floor once.

Win a rally and you win a point or the serve - only the server can score First player to score nine points wins the game, but if the score reaches eight-all the repeiver has the option of playing to ten points instead.



Needless to say all the options in the world wouldn't make up for poor gameplay, but no worries - Jahangii plays like a dream! Like all good racquet-sims the controls take a little getting used to at first, but once mastered they're simplicity Itself - long rallies and intricate rebound shots soon become the norm. Players don't move very fast, but an accurate player-to-ball speed is maintained

The most impressive thing about the game screen is the groovy animation - it really is superb! The players 'spin' racquets at the beginning to decide who serves first, and even shake hands before starting. If they 'collide' they just pass through each other. which is a good thing. Emulating squash's complex obstruction laws would've made the game unplayable.

For all its outstanding qualities, Jahangir Khan World Championship Squash is still limited by the restrictions of it's host sport just how good can a squash sim be? A blinding game in its own right, it certainly worked for me, but won't appeal to everyone. Well worth the risk at four quid thought





Ever driven a red gobstopper through a maze of drone-infested tunnels? Do you want to?

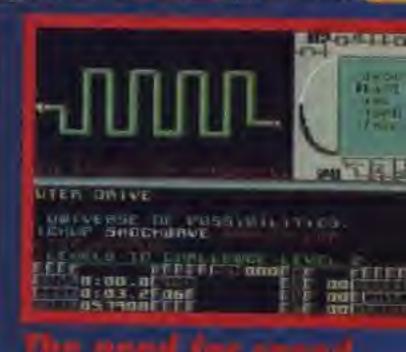
h whoopie-flip, it's this pile of tosh again! Why haven't they got the message yet? As a full-priced outing it was in the bargain bins weeks after hitling the shelves, in the exceptionally weak TNT 2 compliation it was still the traditional turkey, and now Ocean have bought it for their Hit Squad label! How bad does a game have to be before it disappears up its own. backside in a puff of pixels?

In the arcades, STUN Runner was a fair game. Guide your STUN craft through a 24-level tunnel complex, dodging indestructible drones, blasting

> various baddies, and swerving frantically to avoid bomb-dropping fivers, Colliding with enemy vehicles doesn't harm your craft, but does slow you down:

Like a bobsleigh pilot you can ride the walls of the tunnels. sitting high on the turns to achieve maximum speed. hitting a turbo-boost pad increasing your speed to an amazing 900-odd mph. Ride over shockwave pads to collect a smart bomb, which can be activated whenever you please.





Although its 24 levels were far too samey to mail it a classic, the coin-op's blinding feeling of spee made it good for a few plays, especially the sit-o hydraulic version. Not so the C64 game - all the arcade elements are there, but it's so blimmin' boring! Robbed of the coin-op's mega-speed, design weaknesses are cruelly exposed, leaving gameplay that's thinner than Markie Kendrick's

Acceleration is automatic, reducing the game a simple left-right-fire outing. Your front-mounted plaster can be targeted on airborne or groundhogging vehicles, but apart from this, aiming is a simple matter of making sure you're in line with the baddle before hitting fire. There's no choice of routes, no on-screen opponents to race, no terra hazards, no nothing really - just reach the end of the track within a certain time, then start all over

The graphics are awful - your high-powered super-duper racing craft looks like a curling stone with water wings, doing battle with assorted supermarket trolleys, Zimmer frames and a brick The backgrounds look more like the backdrop for a badly filmed Pink Floyd concert than a futuristic tunnel, and give no feeling of speed at all — if it wasn't for your speedo you'd be hard-pressed to tell whether or not you're turbo-boosting. The sound's a joke too - ever sat in the middle of a fawn-mower factory while they were testing a new batch? Well it's just like that. And to cap it all. when the sprites come together there's a horrendous amount of character clash!

At the end of the day STUN Runner is a piddle poor conversion of an impossible-to-convert coinop - five minutes after loading, you'll have seen everything the game has to offer, and that's virtually sod all. A disaster on the C64, a bore on the Amiga, our only consolation is that the chronic Speccy version makes it look almost good!



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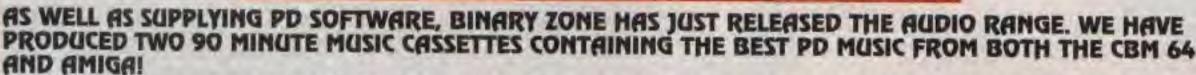


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# The Hill Squad. Part from being a

The Hit Squad,

'Albatross', 'Eagle',
'Birdie', 'Par' and
'Bogey', the golfing
terminology's certainty
confusing to Joe Public.
But never fear 'cox MARK
'SLAZENGER' CASWELL's
here to attempt an
explanation of the finer
points of a game where
the 19th hole's the most
important.

legendary golfer and having a VERY silly nickname (The Golden Bear), Jack Nicklaus is also a dab hand at designing golf courses. To prove this, 18 of his favourite holes have been boiled together to make a very playable golfing game. Up to four humans can participate, with an additional computer opponent ready to whun your ass if required.

A massive range of options includes two difficulty levels, stroke or matchplay, practice mode, driving range and practice green. There are two courses to

choose from: Castle Pines and Desert Mountain.

Make your choices and it's onto the first hole.

After a map view of the hole and a helpful hint from Jack, your goller's shown at the tee. To the left is the power bar with various into below (number of hole, distance left to go, par etc). You can also adjust your aim and the type of the club used. It only remains to select a club, whizz the power bar into the red and whop the ball into orbit (mind that satellite, matey).



Thousand.

Property & Philips



Hole lotta fun

It strikes me the old ZZAPI team were a bunch of moaning minnies: in my opinion Jack Nicklaus is worth a lot

more than the 55% they awarded it in Issue 51, in their defence though, there were a lot of golfing games around at the time, not to mention the almost legendary Leader Board. Nowadays there aren't many new ball-whacking games about, so the field's open.

Anyway, Jack Nicklaus is just my cup of tee (tee hee!). Graphically the game's slightly blocky, but that's not too much of a pain in the posterior. What is pretty bad is the update time between screens, and the almost deafening silence. I thought I'd gone 'mutton Jeff' when I first started playing.

However, what really matters is playability, and that's where Jack Nicklaus scores high (or in golfing terms, should that be low?!). If you're tired of Leader Board, this is a good buy on budget. If you haven't got Leaderboard, it's an excellent purchase. And all for FOUR! guid...



# The Hit Squad, 'Badlands'. Cars are armed and armoured and losers don't walk £3.99 cassette away (they're often stretchered, Debris is piled high in off). There are eight singlescreen, plan-view tracks and one every direction, and or two players can participate. rotting mounds of putrid Each race is holly contested by three cars (at least one. gunge litter the floor: computer-controlled), with four MARK 'TOXIC AVENGER' iaps of the track needed to complete the current section. CASWELL's bedroom is a The first couple of tracks are sight indeed, so we pretty straightforward, but they What Do Spanners soon become very tortuous (slam thought he'd feel right at on those anchors, buster). Added Mention - negril for Auen the combellion a home reviewing this post allead of your blast those suckers to Hades and to the twisty route are other nasty surprises such as oil and water apocalyptic romp... patches, death-defying jumps and spikes. — These improve the road handling of uper Sprint-style games have been around since the inception of the Commodore 64. Spanner in the works and Issue 68 saw the arrival in the ZZAP! pit-stop of another one. Based on the Tengen Also to be found scattered around are golden coin-op of yesteryear. Badlands takes the player spanners — used to purchase missiles, tyres, to a Mad Max-style post apocalyptic world. A vast turbos, speed and shields. The missiles are

nuclear war has devastated the planet we know.

and created a radioactive hell (le the ZZAPI office after Phil opens his lunch box).

But motor racing is still a popular pastime with the remnants of humanity. Violent contests are held in a zone called the

especially handy; they blow the frag out of other

cars, so are best used when you're lagging behind.

When Badlands was first reviewed, the ZZAP! team of the day were less than impressed: 41% is, in my opinion, too low a mark. I get the feeling

For sheer power, collect this power-up. This allows you to move like a bat our of hell from the starting grid. These little beauties protect you tro anything the apposition chucks your way.

neither Stu. Rob. Pr or Wozza like Super Sprint-style games (not true! - Phil), and this jaundice their review. I personally love racing games and found

Badlands very playable. As with many games of this type, the car's initially frustrating to control And this is what puts a lot of people off the genre but a bit of patience pays great dividends.

On the graphics front, Badlands is slightly on the blocky side, but this is nothing to really gripe about. You either love or hate this game type, an I love it.



Obstacles (of) Course

Sill - The Silve with car around and claims

notion - Slows down the player's car, this is ead

pain in the poaterior.

news it you've streaked ahead of the opposition.

These pop up in the most awkward

spots, they can be very annoying if you're in the

lead.

These are like motorway flyovers

without the centre section; keep your speed up

and you'll get over 'em. More often than not these are





# 17 Line

# On final steward — how make collecte you'll be get. You sluggish butcher stand to blows, over loss Beat

000006

10376

igh — superheroes
never get any
peace, do they? As
soon as he's linished off
the evil Red Lord, the
powers-that-be send
Strider on another difficult
and dangerous mission —
he didn't even get time to
wash his tights!

Strider 2 has our cartwheeling buddy

rescuing a world leader, kidnapped by a bunch of aliens. Exactly who this leader is hasn't been stated, but ZZAP! 64 can exclusively reveal that it's not Dan Quayle — if it were, the authorities would pay to get rid of him!

Standing between Strider and the pathetic politician are five baddle-filled levels: a space ship, two towers, underground caverns, a generating station, and finally the alien's base. Armed with a plasma sword and a two-bit peashooter, he's going to have to wield 'em effectively as there are no power-ups to improve 'em. To compensate for his teeble fire-power, Strider is endowed with incredible gymnastic abilities, enabling him to perform huge mid-air cartwheels, climb walls, and generally out-Olga-Korbutt Olga Korbutt!

Although gameplay leans heavily on its illustrious coin-op predecessor, Strider 2 is not the

game it should've been. It has a very linear, twodimensional feel to it - walk along, slash a baddie, walk a bit further, hack another, etc. The nail-biting tension of the first Strider outing has gone, leaving a megamonotonous plodalong in its wake. The aliens limp across the screen in the most predictable waves I've seen in ages, though perhaps 'waves' is the wrong word -'orderly queues' would be nearer the mark:

# **Forcioni fight**

On liming the big em-al-level barsteward, our hero turns into a robot — honesal Strongth depends on how many energy pods you collected an route, and believe me you'll need all the strength you can get. You can no longer jump, and sluggish movement makes factical butchery impossible — you just stand toe-to-toe and exchange blows, and the first one to fail over loses!

Beat-'em-ups should be about finding a weakness in your opponent's armour, seeking out the best place from which to launch an attack, landing your blows and scarpering before he can deliver his, etc. Next to the

Renegade, Strider 2 is just a button-bashing exercise.

The graphics are awful, virtually all the sprites drawn entirely in blue. The imaginative mix of Japanese, Islamic and European backdrops are gone, leaving a very average world that lacks bite and atmosphere. The main

sprite animates well when leaping, but how he wields his sword without moving his hands is beyond me

Sound is interesting enough, but the background muzak's been ripped straight from the original — couldn't they afford a new one?

Worst of all, to get the game to run at a reasonable speed the action is limited to the upper half of the screen, the rest being taken up by the control panel! This not only means that you're only getting half a game for your dosh, but it also makes it embarrassingly difficult — with such a small playing area you have very little time to react to anything, even the boring baddies offered here. And when you die you're unceremoniously deposited right at the beginning of the level! Strider 2 is a missed opportunity.





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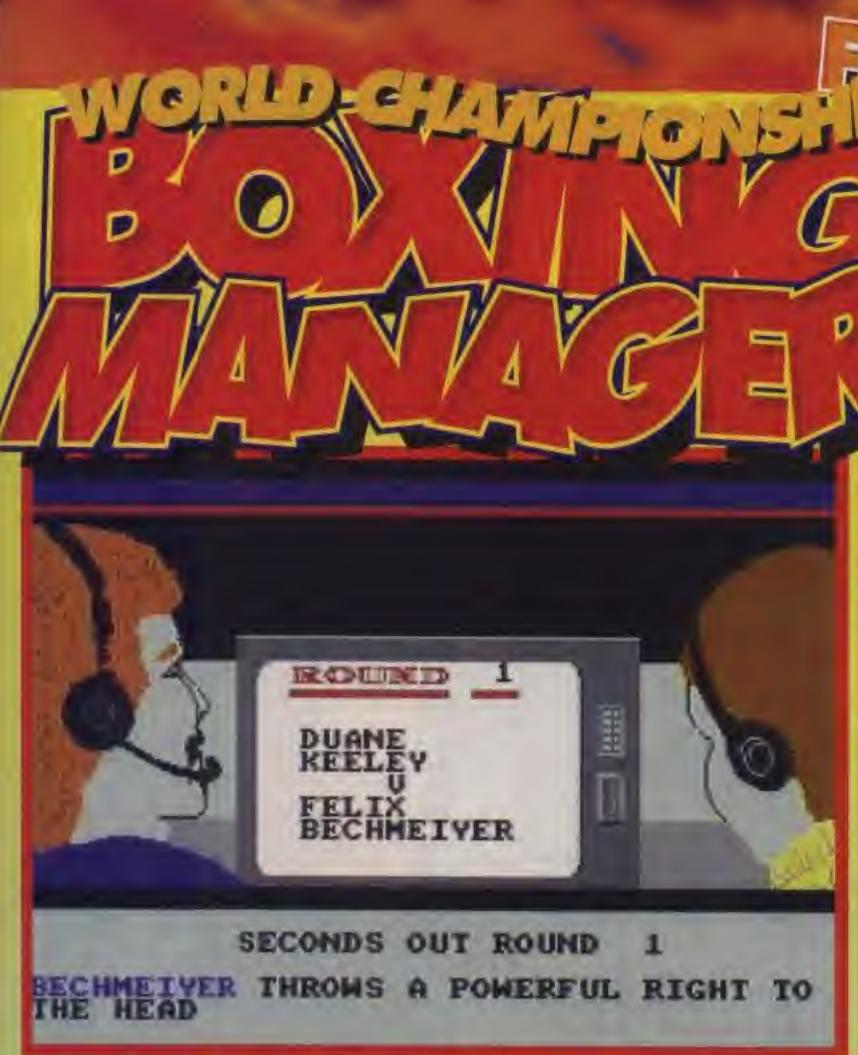
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Okay, let's get the old cliches out of the way, 'know what I mean 'Arry', 'I could've been a contender', and not forgetting the classic Sly Stallone quote, 'huun waan Rocky nuuh'. MARK 'BRAIN-DEAD' **CASWELL** throws in the towel (and the

shower gel). his game isn't strictly about the noble pugilistic sport of bashing another human's face to a bloody pulp. The player takes up the role of a boxing manager, controlling us to five fighters. As in all management

sponge, and the

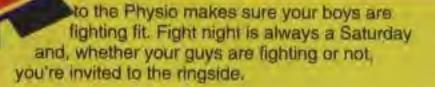
games the player has decisions to make. In World Championship Boxing Manager you have three locations in which to make them: the Gym, Physio and the Office where the game begins.

A movable cursor highlights the available options. A filing cabinet holds various info on your boxers, a phone puts you in contact with other promoters and a calendar allows you to whizz through the days to the next fight.

Exiting the office door shows you the two other portals. Training's very important so you should send your boys to the Gym as soon as possible. This prepares the boxers for a fight — arranged on the 'dog and bone' with other managers. A trip



iso brain dead that he thought Boxing , was about packing uppressies!



# Seconds out

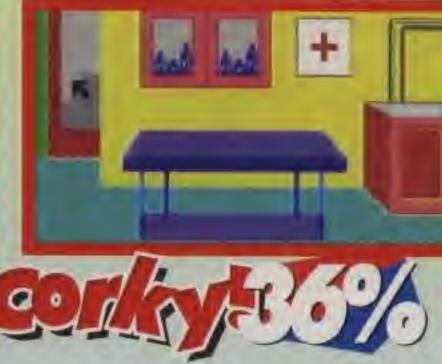
If you decide to watch a match, prepare to catch a few ZZZs. This is because the action is represented by a running text commentary. I personally think it's best to skip the match and grab the condensed highlights.

There are ten rounds per match, and between each you can decide which fighting style to use and tend to any wounds your guy has acquired. If a KO isn't achieved within the ten rounds, a judges' decision is sought. And so it goes on until your fighter becomes world champion, and beats the likes of Frank Bruno, Sugar Ray Leonard and Phil 'floats like a steam roller' King.

World Championship Boxing Manager isn't really my cup of proverbial tea. I don't mind some managerial type games but in this one there isn't a great deal to do. Training consists of choosing the amount of days to spend in the Gym, and in the Physio room you can only see the stats on the boxer's health. Not exactly action-packed!

The biggest excitement of the game is the actual boxing match - if you enjoy watching reams of text scroll up the page, that is. Train spotters will probably be the only people who'll buy this game; the rest of us will find watching an episode of Eldorado more rewarding.







AT LAST! 100% AMIGA ACTION FROM THE MAKERS OF ZZAP! 04: MAPS... CHEATS... TIPS... HINTS... COMPLETE SOLUTIONS... AND BOEBY MC

com's tiles I'll ever maleratural year to come — copyristly that Wilplan accesses. We observe for the local formation of the contract of the contract of the local formation of the loc lelopy — on my man planet \ a'd he booked for inking up C a traffic. Even one president for series and for seri INW, as DIE LOIS & DOG!

ALLEYKAT (Megatage 26)

2,158,190 Richard Conroy, Hoscrea, Co Tipperary.

1.781,200 Wim Vahl, Kampen, Holland

1,700,100 Gaz Sexy Boy Hutchinson, Wragby, Lines ARMIE (Zeppalin)

43,000 Joanne Clark, Lincoln

32,760 Gaz 'Sexy Boy' Hulchinson, Wragby, Lincs 24,200 Patrick Walsh, Fomby, Merseyside

BOMBUZAL (Megistage 16)

3,845,670 (Completed) Joy Cooper, Lisnagry, Co.

Limenck, Ireland

3,679,460 Patrick Walsh, Formby, Merseyside 3,455,830 (Completed) Iten McLaren, Anonyville

C.FS ELEPHANT ANTICS (CodeManters)

257 930 (Completed) Graham Keeling, Bournemouth,

Dorset 257,434 Wim Vahl, Kaminen Holland

232,880 Marthew Withers, Crewe, Cheshire

CREATURES (Thatamian)

33,760 (Completed) Arainda Fuzzy Momson, Northcliffe, Western Australia

25,790 Gaz 'Sexy Boy Hulcturson, Wragby, Lines 22,434 (Completed) Graham Keeling, Bournemouth. Dorset



Patrick Walsh has sent in his mug shot and a whopping score of \$23, 421, 000 for Super Off Road Racer. Pity that the wig has slipped though, you amoeba like creature!

CHEATURES 2 (Thislamus)

61.140 (Completed) AN Other. Anonyville 39,920

(Completed) Aranda 'Fuzzy' Marrison.

Northcliffe. Western Australia 36.925

(Completed) Matthew Mole Allen West Ewell

Surrey FLIMBO'S QUEST (Kirx)

350,200 (Completed) Raza the Baz Kaz Arshad, Sharjah.

317, 130 (Completed) Arif Khan, New Malden, Surrey 278,045 (Completed) Steven Garcher, Stoke, Coventry, GRIBBLY'S DAY OUT (Magazape 25)

Little Pauly Wainwright has hit

Islands with a killer 4, 289, 880 -

but has also got a little cracker of

his own! Give her a kiss Pauly! Go

on! Unless it's yer sis, o'course!

not only a corker on Rainbow

9,000 Andy Toilet Head Manx, Louth, Lincs 7,325 Graham Keeling, Bournemouth, Dorset 4,325 Patrick Walsh, Formby, Merseyside

HUDSON HAWK (Ocean)

50.215 AN Other, Anonyville 47:375 Chris Hutchinsonm Horncastie, Lincs

41.375 Danny G, Dalton-In-Furness, Cumbna. IVAN 'IRON MAN' STEWART'S SUPER OFF

ROAD RACER (Tronts)

\$23,421,000 Patrick Walsh, Formby, Merseyside \$20,380,030 Brian Gabriel, Blamey, Co Cork, Eire \$19,760,000 Gaz 'Sexy Boy' Hutchinson, Wragby, Lines. KLAX (The Hit Squard)

7.960,846 (Wave 90) Gaz 'Serry Boy Hutchinson, Wragby.

7.957,321 (Wave 91) Andy Toilet Head Manx, Louth, Lincs 7.842,848 Joanne Clark, Lincoln

MIDNIGHT RESISTANCE (The Hit Squad)

12,150,500 (Completed) Joanne Clark, Lincoln 11.150,500 (Completed) Matthew Dainty, Shrewsbury,

1 650,010 (Completed) Stuart Taylor, Tettenhall Wolverhampton

4,615,600 Joanne Clark, Lincoln

3.615,600 Nicola Orball, Hedingham, Essax

NARC (The His Square) 2,003,150 (Completed) John Wilson, Camberley, Surrey 2.001.750 (Completed) Patrick Walsh, Formby, Merseyside

2001,150 Gaz Sexy Boy Hulchinson, Wragby, Lines

NAVY S.E.A.L.S (Ocean) 239,240 (Completed) Andy Toilet Head Manx, Louth, Lincs 234,212 (Completed) Patrick Walsh, Formby, Merseyside 233,240 John Whyle Kilsyth, Glasgow

PAND (Bo

830 472 Aland Healy, North Strand, Ireland 700,000 Gaz 'Sexy Boy Hulchinson, Wragby, Lines 533,345 Paul Cardno Formby, Merseyside PAYADROID (Megatage 24)

295,650 (Completed) Matthew Mole Alien West Ewell. 233,300 (Completed) Ruza the Baz Kaz' Arshad, Shanahi

MAE 114,570 Michiai Gamett, Hitfleld, Heris

(HERMANIA (Brown) 6 (00,000 (Completed) Gaz Sexy Boy Futchinson. Wragby Lines

5 998,000 (Completed) Robal Bhan Lown Hott

Wellington, New Zealand 5,455,100 (Level 8-8) CC Barclay, Edinburgh RAINBOW (Megatape 24)

32,350 Patrick Walsh, Formby, Merseyside 10.715 Graham Keeling, Bournemouth, Dorset 10,025 Raza 'the Baz Kaz' Arshad, Sharjah,

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1,500,000 Joanne Clark, Lincoln ROD-LAND (Storm)

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389,150 (Completed) Matthew 'Mole' Allen, West Ewell, Surrey 309,350 Graham Keeling, Boumemouth, Dorset

SMASH T.V. (Ocean) 14.361.950 (Completed) Patrick Walsh, Formby,

Merseyside (2.247,490 (Completed) Paul Cardno, Formby,

Merseyside

10,838,620 James Hoyle, Lancaster

SUB SONIC (Megatape 30) 27,230 AN Other, Anonyville.

SUPER SPACE INVADERS (Dominic)

27:311,111 (Completed) Joanne Clark, Lincoln 3,210,930 (Completed x 31) Matthew Mole: Allen, West Ewell, Surrey

1,297,760 (Completed) Wayne Perkins, Colchester,

TERMINATOR 2 (Ocean)

184,550 Graham Keeling, Bournemouth, Dorsel 110,800 (Completed) Liam Ryan, Co Tipperary, Ireland 100,150 John (Jojo) Cunningham, Leven, File TURBO CHARGE (Syntem J)

15.670 Yoz

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15.610 (Completed) Gaz Sexy Boy Hutchinson Wragby Lines 15,250 (Completed) Graham Keeling, Bournemouth, Dorset

UNIONES (Magazine) 27) 280:100 Patrick Walsh,

Formby, Merseyside 267,500 Gaz Sexy Roy Hutchinson. Wragby Lines

267,450 Joanne Clark, Lincoln

ZVIEN (Megalope 10)

393.000 (Completed) Joanne Clark Lincoln 391,000 Scott Leach, Sutton Park, Hall 276.000 (Completed) Andy Tollel Heart Manx

Louth Lines

To add a little levity, here's a sad Individual who reckons he got a high score on Zybex: Simon Aspinall only managed a measly 57, 240 on the game, and has the gall to wear a Corky face mask! Sick humanoid!



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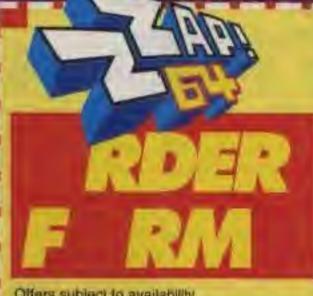
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know? Well I'll tell you — a very painful death, so don't do it!

and sonic effects. the text adventure would be a novel - no pictures or sound but lots of atmosphere and plot. Sure, they a look the same at a glance - bi so do novels.

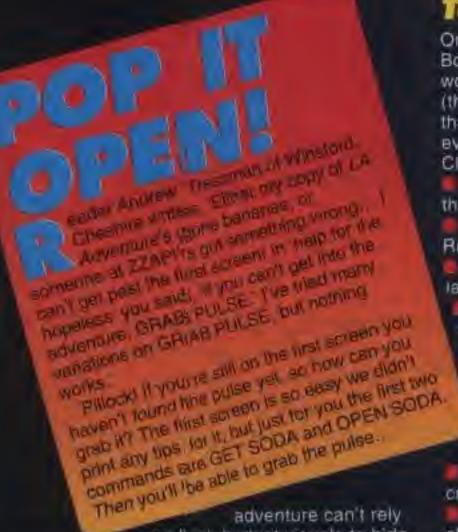
(So do peoples heads when I cut 'em off, too! - Bashl). And only an illiterate prat would say there's no difference between Stephen King and Charles Dickens! Like a book, the



# • The Guild, £2.50 cassette &

new wizard stalks the plains, calling forth mighty and ferocious demons that refuse to yield to all but the bravest of adventurers! His name is William Quinn (well, they can't all have names like Zargon Dragonslayer), and he's a man with mission. Having already crafted the mighty LA Adventure (ZZAP! Megatape, Issues 87 88) he's back with the equally evil Nightman a fun-packed outing that plays like a dream! (Someone rust his axe - Ed.)

You're roused from your slumber by a distant clap of thunder. Blinking yourself awake, you rub your eyes and peer round your room... something's wrong. It's TIDY! Either you're losing your marbles, or that cheese samie you ate while watching The Late Show on Beeb 2 is giving you nightmares. (If you're unsure which, note the subtle clue in the title of the game). Either way you won't rest peacefully (or indeed at all) until you find the missing garbage and



on high-budget visuals to hide weak gameplay and, like films, their arcade counterparts very often do. Not all adventures are good, of course — some read like a BR timetable and play like crossword puzzles without the clues! Keep reading Bash Yer Brains, though, and you won't go far wrong — we always endeavour bring you the very best in C64 adventures!

# Take a hint

One fine upstanding and intrepid reader Chris-Boyd sent some tips for older C64 games. I won't let tips dominate the adventure pages (there are too many new dungeons of disaster that need exploring!), but I will print a few every now and then. Let battle commence, Chris...

Zork 1 — To speed up the game, kill the

The Fourth Protocol — Svetofor is Russian for traffic light.

Rebel Planet — Melt the glass with the laser to get a bone

reality.

Robo City — Squeeze the duck to get a cartridge (oo-er! — Ed).

tubes (oo-con-er! — Ed).

wolf's throat.

Fish — Find a dry route to crack a cracking problem.

Jinxfor — Burn bread to keep your charm:

There'll be more tips next month, but if you're really stuck write to me at the usual address and I'll see if I can aid you in your quest. Hell, I've slain more Orcs, located more amulets and disarmed more traps than any other adventurer alive or dead (but that doesn't include the undead like Corky!). I'm not quaranteeing anything, mind...



return your room to its former postapocalyptic state.

As you've probably gathered, this isn't an adventure for people who take themselves too seriously. Fans of Clive Wilson's ZZZZ will find the brilliant atmosphere immediately to their liking, but the problems don't suffer from the same degree of obscurity. Instead, the author's created a brilliant dream world which is just close enough to reality to make sense of, yet far enough removed for you to totally immerse yourself in. The title is misleading — this game's not a horror story, more like a lairy tale. You'll see bushes that grow as soon as you water them, a wall of death that flings the hapless rider into the sea, right next to a partly submerged bus (remember 'Holiday On The Buses'?), and as for that desert tower...

The game is huge for a one-parter, and is packed full of things to do. No location is wasted, but its significance might not be immediately apparent. There's some backtracking involved, but it's not too much of a chore — you feel glad you've worked out what that thingummy was for, rather than imitated at having to move about so much.

The offbeat puzzles are some of the most imaginative I've seen in a long time, and the sense of humour is beyond reproach (eg. If you try to FLUSH TOILET, you're told 'The handle is covered in shi... [long pause] ... is covered in something. I wouldn't touch it').

And the negative points? The program is a little rough around the edges; for example there's a rather unpleasant spider in the bog: to retrieve the object he's sitting on you need to kill him, then MOVE his corpse — If you try to GET it instead, he comes back to life and kills you! There's a few spelling and punctuation errors in there too, and a proper score system would've come in handy.

Nightmare is a fun adventure, and is much improved from the pre-release version I saw a month or two back. A little more playtesting would've been a real boon, but even as it stands it's a great game.

SELECTION.

The Guild, 760 Tyburn 760 Tyburn Road, Erdington, Birmingham 1836 BDG.

Make Cheques payable to Glenda Collins.

# FUR HT!

arthy a minnin goes by withour The Suddunleashing further roas on an unsuspecting adventuredom? Trils morth) there are four new ratesses incresshan anough to last the fourthest of hercies.

# Jharhomin 6 — £2

Crash Limann on an alien plenal isn't insidest way to start a hokolay, especially when there's no way noine. So how will you get back? Ther's for you to find out...

# Caryn, The Warrior

There was a tale, of a legend, of a men, of — corya. The Warrior Saget So Legins Tony. Collins's lakest three-pan epic, a tale of awords and solvery, of dragons and danger, of ... Well threating you get the idea. Find and kill a reque pragon that a terrorism is ultage, but make sure it agean? kill you first!

# The Forgomen Post — £2.50

Wiping the sand from your eyes, you rub your bruised head and scan your surroundings. You don't know how long you were unconscious or how you ended up on the beach — in fact you can't even remember who you are! A swashbuckler in the Errol Flynn mould, you'll need all your wits about you'll you're to rebuild your snattered life.

# The Fabled Treasure Of Konsur — £2.50

In this modern-day treasure hunt you compete for more than just an end-screen — The Guild are running a competition with It. And that's not all — there's a free game (Birthday Surprise) or side two! Unbellevable!

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